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ALTUS ADVENTUM

RULEBOOK



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ALTUS ADVENTUM

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PROLOG

The small, rag-tag group of adventurers stood near the entrance of the ancient cave; cold rain drizzled from the dark gray sky. With cloaks pulled tight around them to keep in the little warmth that their bodies produced, the party made their way through the sucking mud to the entrance. The party consisted of Hagor, the mighty dwarven warrior from the Ironclaw clan, Shiandra, an elven mage of no small power, Shade Stix, the gnome who liked to refer to himself as “the finder”, and Jaldor, the withdrawn human wilderness scout.

How this motley crew got together is a tale in itself. For three of the members, greed was the sole motivation. Hagor, Shiandra, and Shade Stix had heard about potential riches in the cave and decided to set out and claim them for their own. One dreary night, similar to the one the group was experiencing now, they decided to make camp and were beset upon by a goblin raiding party. The group was not faring too well in the surprise attack, when Jaldor intervened. The scout had been tracking the goblin raiding party for days and had finally caught up with them. With the help of Jaldor’s well-placed arrows, the group had managed to dispatch the goblins. After a brief rest, Jaldor agreed to join the party, but not for the wealth. Jaldor was after the goblin king that lived in the cave structure, to end the raids on his homeland once and for all.

So now the group found themselves at the entrance to the cave of the goblin king. Jaldor quickly surmised by the tracks left in the mud that several goblins have been using this entrance on a regular basis, and caution was necessary. Hagor, being the brash dwarf that he is, immediately began to walk into the cave, axe at the ready.

“Wait!” Hissed Jaldor. “Do not enter yet. Unlike you demi-humans, I cannot see in the dark. We must light a torch and enter carefully. I suggest a plan in case things get hairy.”

“I agree,” whispered Shade, barely heard over the grumble of Hagor. “I cannot see in the dark either. I suggest I go in first, with Hagor behind me, then Shiandra and finally Jaldor. As the tallest, you would still be able to fire your arrows over the rest of us if need be. This would also allow protection for Shiandra from front and rear attacks.”

“Alright then, let’s go.” Moaned Hagor. The old dwarf was ready to split some heads.

“Listen to the gnome, Hagor.” Replied Shiandra, in the melodic tone that was common to all elves. “If we are to enjoy the riches we find, it would be best to be alive to spend it.”

After several unsuccessful attempts to light a soggy torch with flint, Shiandra came forward and with

a small incantation, flames sparked to life and the torch finally lit. The group then descended into the depths of the dark cave in the order recommended by Shade. They hadn’t gotten very far, maybe a hundred feet, before the tunnel split in two directions.

“Which way?” Coughed Shiandra. Her elven lungs were not accustomed to the dank, musty air of the cave. Hagor and Shade were handling it much easier. In fact, Hagor seemed quite at home.

“Hold on, let me listen.” Whispered back Shade. After a few moments of silence, he replied back. “Go to the left, I hear more activity that way.”

“That’s either a good thing or a bad thing.” Remarked Hagor sarcastically.

After a few more moments of stalking down the cave, torchlight flickering off the limestone walls, Shade motioned the group to stop. He didn’t get a word in before the goblins ambushed. From alcoves in the tunnel wall, several goblins sprang forth in hideous laughter; rusty blades brandished.

Two of the creatures sprang at Shade who quickly did a tuck and roll to the left, avoiding the attacks as the blades scraped on the gnome’s studded leather armor. Quickly recovering from the tumble, Shade sprang back to his feet behind the goblins, successfully thrusting his long dagger into the spine of the evil creature, which sent out a terrifying shriek.

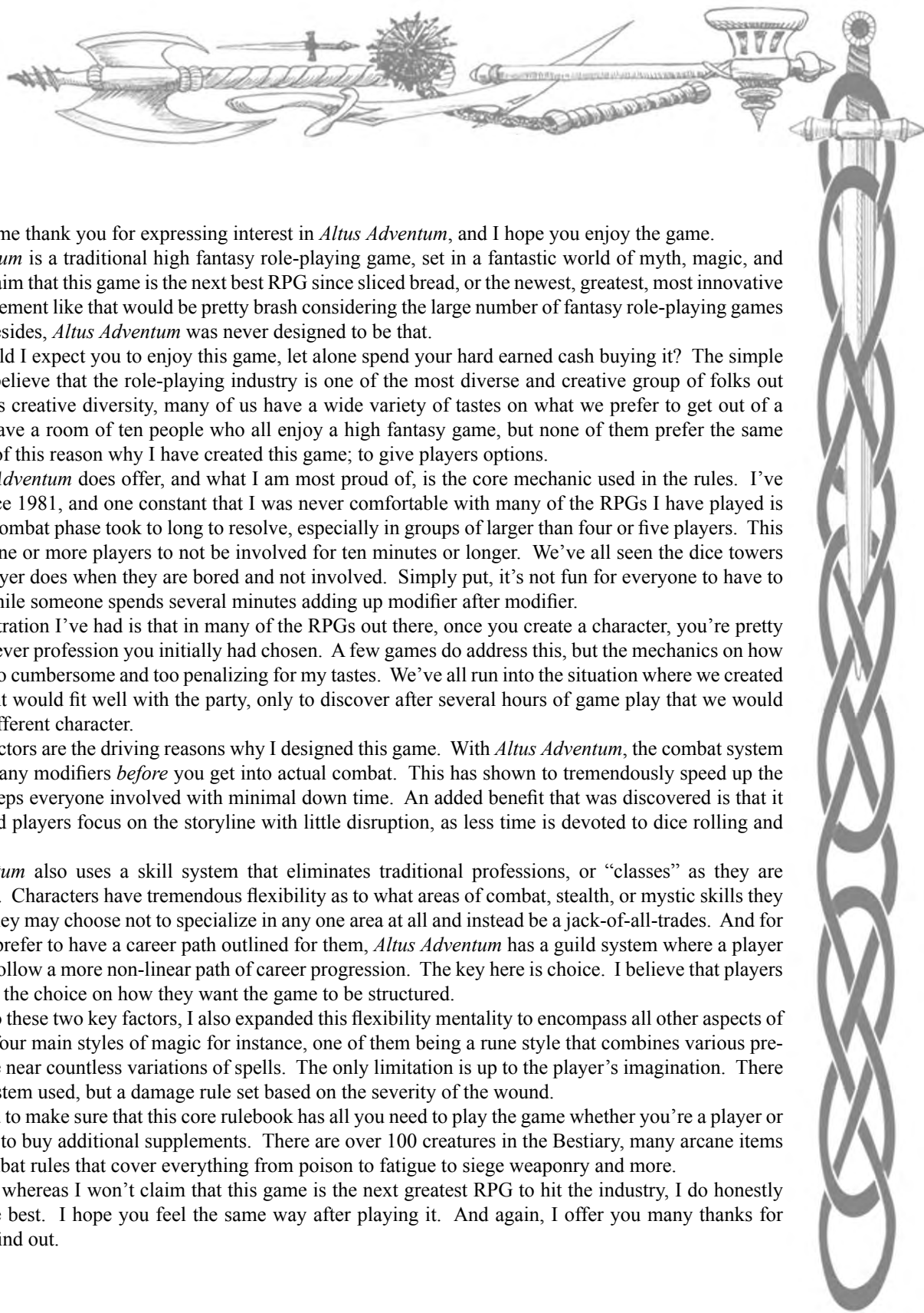
“Well, they know we’re here now!” Shouted Hagor, as another goblin leapt at him. Hagor quickly brought up his shield to deflect the oncoming attack, and in the same motion, swung his axe overhead, splitting the goblin’s skull open.

The last goblin ambusher lunged towards Shiandra, and this time it scored a hit. The rusty blade slashed through the elves robes and drew blood. Shiandra gasped out in pain, but quickly recovered herself and began casting a spell. Bright flames shot forth from her hands, engulfing the goblin’s head, sending the creature into a writhing heap on the tunnel floor.

The last remaining goblin that attacked Shade did not have a chance to try to escape. When it realized that these adversaries were far tougher than itself, it was too late. A slight hum was all that was heard before an arrow struck the creature dead in its heart.

“Well, that takes care of those.” Began Hagor. “That’ll be the last ti....”

“Shhhhhh!” spat Shade, holding up his hand. Sure enough, the sound and shrieks of approaching goblins could be heard from both ends of the tunnel. “Get ready guys, this is going to be interesting.”



Preface

First off, let me thank you for expressing interest in *Altus Adventum*, and I hope you enjoy the game.

Altus Adventum is a traditional high fantasy role-playing game, set in a fantastic world of myth, magic, and warriors. I will not claim that this game is the next best RPG since sliced bread, or the newest, greatest, most innovative game out there. A statement like that would be pretty brash considering the large number of fantasy role-playing games in the market. And besides, *Altus Adventum* was never designed to be that.

So why should I expect you to enjoy this game, let alone spend your hard earned cash buying it? The simple truth is that I firmly believe that the role-playing industry is one of the most diverse and creative group of folks out there. Because of this creative diversity, many of us have a wide variety of tastes on what we prefer to get out of a system. You might have a room of ten people who all enjoy a high fantasy game, but none of them prefer the same system. It's because of this reason why I have created this game; to give players options.

What *Altus Adventum* does offer, and what I am most proud of, is the core mechanic used in the rules. I've been role-playing since 1981, and one constant that I was never comfortable with many of the RPGs I have played is that I always felt the combat phase took too long to resolve, especially in groups of larger than four or five players. This unfortunately led to one or more players to not be involved for ten minutes or longer. We've all seen the dice towers and doodles that a player does when they are bored and not involved. Simply put, it's not fun for everyone to have to sit for long periods while someone spends several minutes adding up modifier after modifier.

Another frustration I've had is that in many of the RPGs out there, once you create a character, you're pretty much stuck into whatever profession you initially had chosen. A few games do address this, but the mechanics on how they handle this are too cumbersome and too penalizing for my tastes. We've all run into the situation where we created a character we thought would fit well with the party, only to discover after several hours of game play that we would be better off with a different character.

These two factors are the driving reasons why I designed this game. With *Altus Adventum*, the combat system is designed to handle any modifiers *before* you get into actual combat. This has shown to tremendously speed up the combat phase, and keeps everyone involved with minimal down time. An added benefit that was discovered is that it also helps the GM and players focus on the storyline with little disruption, as less time is devoted to dice rolling and math.

Altus Adventum also uses a skill system that eliminates traditional professions, or "classes" as they are commonly referred to. Characters have tremendous flexibility as to what areas of combat, stealth, or mystic skills they can specialize in, or they may choose not to specialize in any one area at all and instead be a jack-of-all-trades. And for those players that do prefer to have a career path outlined for them, *Altus Adventum* has a guild system where a player may join a guild and follow a more non-linear path of career progression. The key here is choice. I believe that players and GMs should have the choice on how they want the game to be structured.

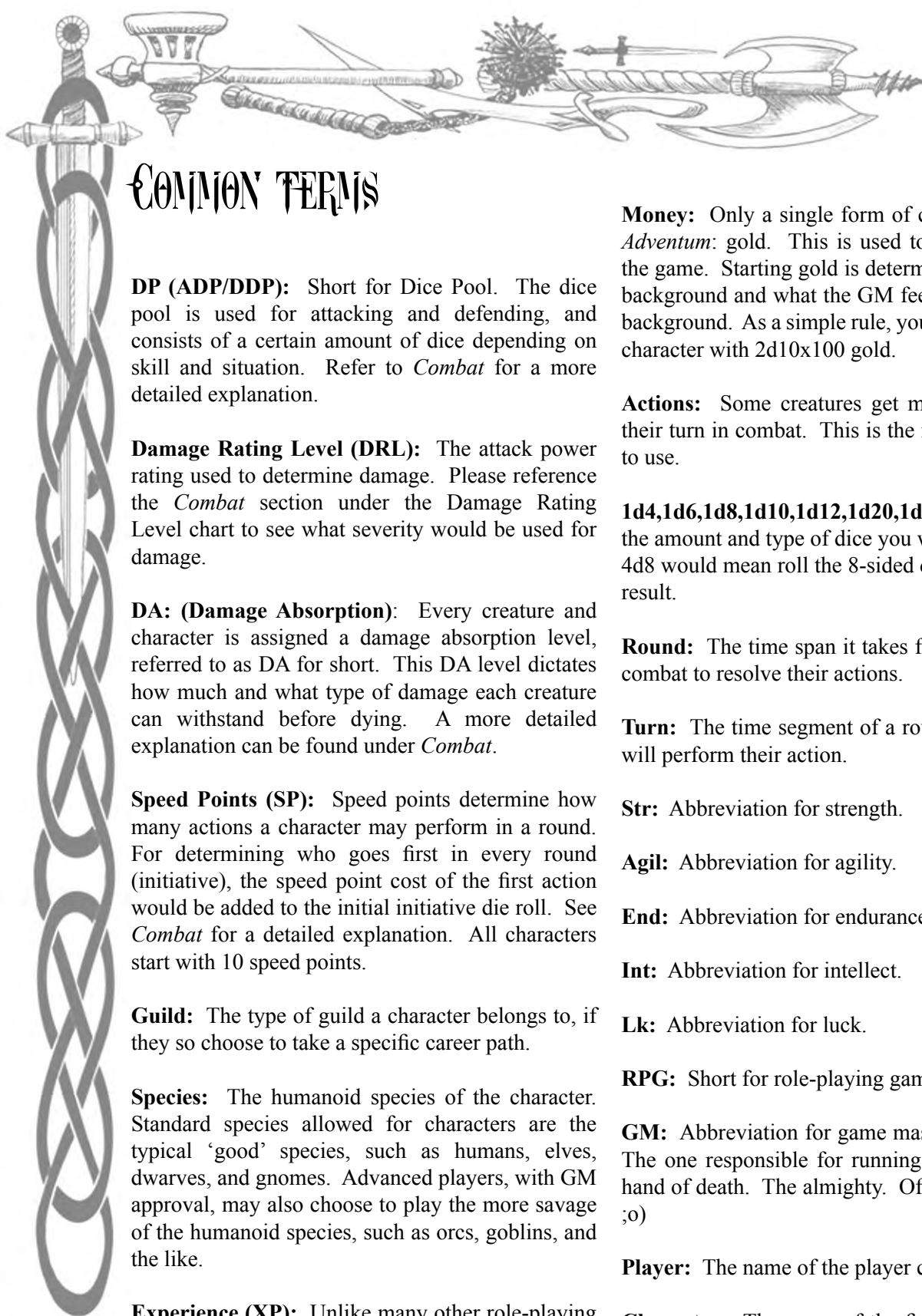
In addition to these two key factors, I also expanded this flexibility mentality to encompass all other aspects of the game. There are four main styles of magic for instance, one of them being a rune style that combines various pre-determined runes give near countless variations of spells. The only limitation is up to the player's imagination. There is also no hit point system used, but a damage rule set based on the severity of the wound.

I also wanted to make sure that this core rulebook has all you need to play the game whether you're a player or a GM without having to buy additional supplements. There are over 100 creatures in the Bestiary, many arcane items and artifacts, and combat rules that cover everything from poison to fatigue to siege weaponry and more.

In summary, whereas I won't claim that this game is the next greatest RPG to hit the industry, I do honestly believe it's one of the best. I hope you feel the same way after playing it. And again, I offer you many thanks for spending the time to find out.

Sincerely,

Roderic Waibel
Lead Designer
Sacrosanct Games



COMMON TERMS

DP (ADP/DDP): Short for Dice Pool. The dice pool is used for attacking and defending, and consists of a certain amount of dice depending on skill and situation. Refer to *Combat* for a more detailed explanation.

Damage Rating Level (DRL): The attack power rating used to determine damage. Please reference the *Combat* section under the Damage Rating Level chart to see what severity would be used for damage.

DA: (Damage Absorption): Every creature and character is assigned a damage absorption level, referred to as DA for short. This DA level dictates how much and what type of damage each creature can withstand before dying. A more detailed explanation can be found under *Combat*.

Speed Points (SP): Speed points determine how many actions a character may perform in a round. For determining who goes first in every round (initiative), the speed point cost of the first action would be added to the initial initiative die roll. See *Combat* for a detailed explanation. All characters start with 10 speed points.

Guild: The type of guild a character belongs to, if they so choose to take a specific career path.

Species: The humanoid species of the character. Standard species allowed for characters are the typical 'good' species, such as humans, elves, dwarves, and gnomes. Advanced players, with GM approval, may also choose to play the more savage of the humanoid species, such as orcs, goblins, and the like.

Experience (XP): Unlike many other role-playing games, experience is separated into four different categories: combat, stealth, mystic, and bonus. Experience points from these categories can be used to purchase additional skills. For instance, a character could use 2 combat XP to purchase *adept blades*. XP from one category must be used only on skills from that same category type. The exception is bonus XP, which may be used to buy any skill.

Money: Only a single form of currency is used in *Altus Adventum*: gold. This is used to purchase everything in the game. Starting gold is determined by your character's background and what the GM feels is appropriate for that background. As a simple rule, you may also start each new character with 2d10x100 gold.

Actions: Some creatures get more than one action per their turn in combat. This is the number they are allowed to use.

1d4,1d6,1d8,1d10,1d12,1d20,1d100: Abbreviation for the amount and type of dice you would roll. For example, 4d8 would mean roll the 8-sided dice 4 times and tally the result.

Round: The time span it takes for all parties involved in combat to resolve their actions.

Turn: The time segment of a round in which a character will perform their action.

Str: Abbreviation for strength.

Agil: Abbreviation for agility.

End: Abbreviation for endurance.

Int: Abbreviation for intellect.

Lk: Abbreviation for luck.

RPG: Short for role-playing game.

GM: Abbreviation for game master. The man in charge. The one responsible for running a great campaign. The hand of death. The almighty. Often susceptible to bribes. ;o)

Player: The name of the player controlling the character.

Character: The name of the fictional character that the player is controlling during the game.



THE WORLD OF ARCADIA

The world of Arcadia lay uninhabited by humanoids for thousands of years. Instead the land was ruled by the various normal and fantastic creatures, thriving in nature's harmony of laws. It was a balanced planet, similar to earth in climate and size. The laws of nature had ruled the planet since its creation, keeping life in an orderly balance between hunter and hunted. Then the humans arrived, and everything changed.

Around the year 2175, humans had almost completely mined the planet of any and all resources, and the ozone layer was near collapse. The scarred earth, combined with hundreds of rogue political terrorists armed with weapons of mass destruction, assured the apocalypse was unavoidable.

Some of the larger governments realized this, and came together to create a space colonization program. Several years were spent creating sufficient space craft capable of supporting thousands of humans until a new planet could be discovered.

The program stressed variety in the humans selected, having an equal amount of people from each ethnic group, as well as being sure to include many personalities and occupations to help keep diversity. Hundreds of animal species were to be included as well.

Approximately one year before the ozone layer was predicted to collapse, the leaders of these countries and the people selected by them were loaded into shuttle craft and sent to the space stations for acclimation.

Luckily for them, they made it just as the ozone layer was collapsing. Within days, the earth's temperature had risen by an average of 20 degrees, causing global catastrophe.

No longer having a planet to support them, the leaders sent their space stations on a search for a new home. After a few hundred years, they were able to find a new planet which they named Arcadia, after the child who first saw it's glimmer from a space station window.

Hundreds of years had passed, and people had undergone changes. Generations of living in a modified gravity with no natural air or sunlight had caused very slight changes in their appearance. The humans were changed mentally as well. They had become jittery and paranoid, often acting without logical reason.

As the craft neared Arcadia, the leaders quickly deemed it a suitable planet to reside. But a hasty decision was made to attempt to land the craft on Arcadia, a decision that would change mankind forever. In their haste, the leaders did not take time to test the atmosphere of Arcadia.

When the station was in the process of entry, a terrible accident occurred. Pieces of the station began to burn and vaporize as the craft screamed towards the planet's surface.

When the craft finally came to rest in an ocean, approximately 10 miles offshore of the small continent of Algerian, the nuclear reactors had ruptured, saturating the inhabitants with radiation.

A group of a few thousand out of the original hundred thousand members had survived the crash, and managed to make it ashore. These humans spent the first year living in a coastal town fortress, trying to adapt to an alien world full of creatures that they did not recognize. There were several species of creatures that they had brought with them, but none were as exotic or wondrous as the inhabitants of this land. At first the people were wary of these new creatures, and focused on raising the animals that survived the crash with them.

As with most places untouched by humans, shortly after their arrival they began to suffocate and eliminate the native creatures, replacing them with the ones they had brought with them.

Only a few short years had passed before many of the native creatures had started to become extinct as the various animal species from earth began to take their place, bringing disease that was previously unknown to this land.

However, it didn't take the human group long to discover that magic also existed on this new planet. They first noticed that some of the native creatures seemed to have arcane powers and abilities, and the surviving scientists began their studies. They also discovered something more horrifying: this new land of magic also seemed to create reality from their fears and superstitions. Stories that parents would tell their children of boogie-men and monsters would manifest themselves into actual reality.

It was also during these first years that the humans went through the most dramatic physical changes. Features changed, stature changed, temperaments changed. The combination of the radiation from the crash, arcane influences on their bodies, and the changes that had already begun from space travel, had killed some and permanently changed the others. Thus were born the races of dwarves, elves, gnomes, orcs, goblins, and many others.

As time went on, conflicts and fights grew more costly to the town's stability, and the leaders



decided to separate the groups. Each group of species went their separate ways, traveling deeper inland to create lands of their own.

This is how they stayed, for hundreds of years, to get where we are now...





SPECIES OF ALGERIAN

The fantasy realm of *Altus Adventum* allows players to choose from several different playable species. You might be more familiar with the term ‘races’, but the species is used because each group is biologically different and cannot interbreed with another species.

Of the species, players may choose to have their character be an elf, human, gnome, or dwarf. Advanced players may also choose some of the other humanoid species, if the GM allows. Each of these species has their own benefits, attribute modifiers, culture, and physical body types that make them so unique.

Each species type will also have attribute modifiers that are common to that particular species, regardless of the country of origin. Cultures and physical appearance can vary widely even within the same species, depending on the area of the world in which that culture survives. For instance, an elf from the northern forests may live in a permanent tribal community, whereas an elf from the south might interact often with surrounding countries and cultures, living in great cities.

Elf

Qui’La Fa watched the orc woodcutter party as they lazily tread through the sacred growth. He had kept watch on this group for the last few hours, hidden from sight within the thick undergrowth of the forest. He had heard rumors that the orcs were near the elvish forests, and now that rumor had been confirmed. Judging by this party, the orcs were intent on clearing out some of the oldest and most sacred trees in the wood.

The leader of the orc party, a rather brutish and foul looking creature, seemed to be searching for just the right tree. He intently examined only the largest of the trees, and seemingly not finding a satisfactory one, kept moving deeper into the forest.

Qui’La Fa was alone, but he couldn’t wait much longer. Soon the orcs would find their tree and commit an act of savagery against the sacred wood. Finding a place of refuge, the slender elf began to apply the traditional battle paint that all elves of his tribe had done prior to battle. He then strung his ash bow and readied his arrows.

After a few brief moments, the agile elf easily caught up to the lumbering orc party. The leader was again examining a tree, and by its apparent delight, had found one to his liking. He ordered two orc saw wielders forward to start work.

Before the orcs could raise their saw against the

tree, Qui’La took action. He quickly let loose two arrows, each striking home on an orc saw-man. As both creatures fell to the ground, the remaining orcs quickly overcame their surprise.


The orc leader brandished his huge, pitted battle axe, and ordered the remaining three orcs into the direction of where the shots came from, hoping to catch the ambusher.

But Qui’La had made these woods his home for a hundred years, and he would not be easily caught. With extreme skill and agility, he evaded detection from the oncoming orcs, and circled around to their flank. Again he let loose two quick volleys. These arrows also made their marks, and again dropped their targets.

With a roar of rage, the orc leader charged the area where the elf lay. The last orc decided to flee the battle, running in terror from whence it came.

As the orc leader charged, Qui’La let loose two more arrows in rapid succession. The first arrow struck the orc in the abdomen, and the second arrow pierced the orc’s thigh.





The orc leader let out a scream of pain and anger, but kept charging, his axe raised. There was only time for one more shot, and Qui'La made it count. As he said a brief prayer to the goddess of hunting, he let his final arrow fly. The projectile zipped through the air in a straight arc, piercing the orc through the eye. The creature stopped its charge for a moment, then it too fell to the ground in a lifeless heap. Qui'La had done his duty.

Elves typically stand around five feet tall and weigh 110 pounds. They have very fine features, and can live to be several hundred years old. Depending on the culture and climate, hair and skin tone can vary widely.

An elf character is blessed with infrared sight (the ability to see different levels of heat) and excellent hearing. An elf will also have the following modifiers towards their attributes: -10 strength, +12 agility, -5 endurance, and +2 luck.

Gnome

Dergirimas slammed the ancient book down in disgust, creating a large cloud of dust. He had been searching for this ancient text for over two years, loosing friends and companions who could not survive the journey. Now that he had the book in his possession, he couldn't translate the ancient rune etched in the cover. Without drawing the proper counter-rune, the book would not open, and he was fast losing patience.

"Hurry up!" Urged his last remaining companion, a henchmen named Borin. "I can hear the demon coming, and you do not pay me enough for this."

"Sssshhhhh!" Hissed the gnome mage. "I've almost got it." He hastily worked. Just a few minutes longer.

The scratching sounds could be heard getting louder and louder from the dungeon halls. Borin readied his sword, already dripping with the putrid blood of minor demons.

"Got it!" Shouted Dergirimas. The mystic book flung open, the runic writing shimmering in a greenish glow. Just at that moment, the horrific demon appeared at the room entrance. The creature easily stood over 7 feet tall, smoldering bile dripping from it's fanged mouth. Boils and tattered hair

covered its thick hide, and the creature's glowing eyes seemed to burn the soul.

Borin screamed in a suicidal war cry, charging the hellish beast. With snake-like movement, the demon whipped it's tail forward, piercing the poor human through the chest, almost severing him in two.

Dergirimas quickly drew a series of runes in the air; the order had to be perfect or disaster would follow. As soon as he finished the last rune, the hovering writing shot forth towards the demon. As soon as the runes touched the scaled skin, they exploded in a brilliant green light. The demon screamed in rage as the light quickly enveloped him. In a matter of moments, all that remained of the creature was a pile of dust.

Dergirimas nodded to himself in satisfaction. This book was well worth the sacrifice.

Gnomes are small folk, standing only about three and a half feet tall and weighing less than 65 pounds. Gnomes tend to have larger facial features than other races, with very prominent noses and ears. Gnomes are very status driven, and prefer finer clothing and jewels.

A player who chooses the gnome race will have the following modifiers to their attributes: -15 strength, +5 agility, +12 intellect, and +4 luck. Gnomes are inherently magical, and thus gain a bonus +10 to any luck check when trying to resist a magical effect.





Human

Marcus quickly looked around him, eyeing the bodies of the fallen lying in twisted poses. He hadn't known what had overtaken him, and he did not remember the battle that had just taken place. All he did remember was that he was tremendously overmatched when the bandits sprung their ambush.

Glancing now at his own body, he discovered that he had not come out unscathed either. Blood dripped from several wounds that had been inflicted, but the huge barbarian did not feel them. Like so many of his clan, as soon as he was engaged in battle and wounded, a fierce battle-rage leapt from his inner being, turning the man into a savage killing force. Now that the last bandit had fallen, he was able to regain his sense of control, awareness, and unfortunately, pain.

Humans are the most common species on the continent, and range in appearance from pale, husky bodies, to tan, thin figures. They are the most expansionist of the species, and always seem to be finding ways of extending their territory.

Humans do not have any modifiers to their attributes, but do gain a bonus 2d4 speed points at initial creation.

Dwarf


The old dwarven soldier Elias sensed something was wrong. He had stumbled upon this ancient secret passage during one of his patrol duties. After his shift ended, his curiosity led him down this old tunnel, long since forgotten by the dwarven clan.

Thick dust covered the tunnel floor, and the walls were roughly cut, unlike the refined dwarven work found in the main passageways. In fact, Elias doubted that this tunnel was created by dwarves at all.

He had been exploring this tunnel for several hours, although he had lost track of time completely. It was just now that he heard the clicking sound coming from further down. He couldn't gauge the distance accurately, but could tell that the sound was fast approaching.

There was no time to run, as he guessed he was a few miles deep in the tunnel. All he could do was ready his trusted war mace for battle. Just as he set himself in a defensive stance, a huge creature that had the torso of a man, but body of a scorpion emerged from the blackness.





Dwarves are short, approximately four feet tall, but are very dense-- weighing up to 250 pounds. Dwarves can also live up to 200 years. Regardless of where one is born, one common aspect of all dwarves is that they are very clannish and loyal to their own kind.

A player who chooses a dwarf as their race will gain night vision (see clearly in moonlight) and will have the following modifiers towards their attributes: +5 strength, +7 endurance, -14 agility, and -3 luck. Dwarves will also receive a bonus +10 to their luck checks when trying to resist poisons or disease.

Optional Species

The following species are included as playable for characters as long as the GM agrees, as they are not traditionally played. It is strongly recommended that these species only be allowed for character use by experienced GMs who can easily maintain game balance.

Bugbear: Bugbears receive the following modifiers to their core attributes: +14 strength, -7 agility, +15 endurance, -7 intellect, and -10 to luck.

Goblin: Goblins have the following modifiers to their attributes: -12 to strength, +8 to agility, -12 to intellect, and +10 to luck.

Lizard Folk: This species has the following modifiers to their attributes: +7 strength, +12 agility, -8 endurance, -15 intellect, and +4 luck.

Merfolk: The Merfolk have the following modifiers to their core attributes: +5 agility, and -4 endurance.

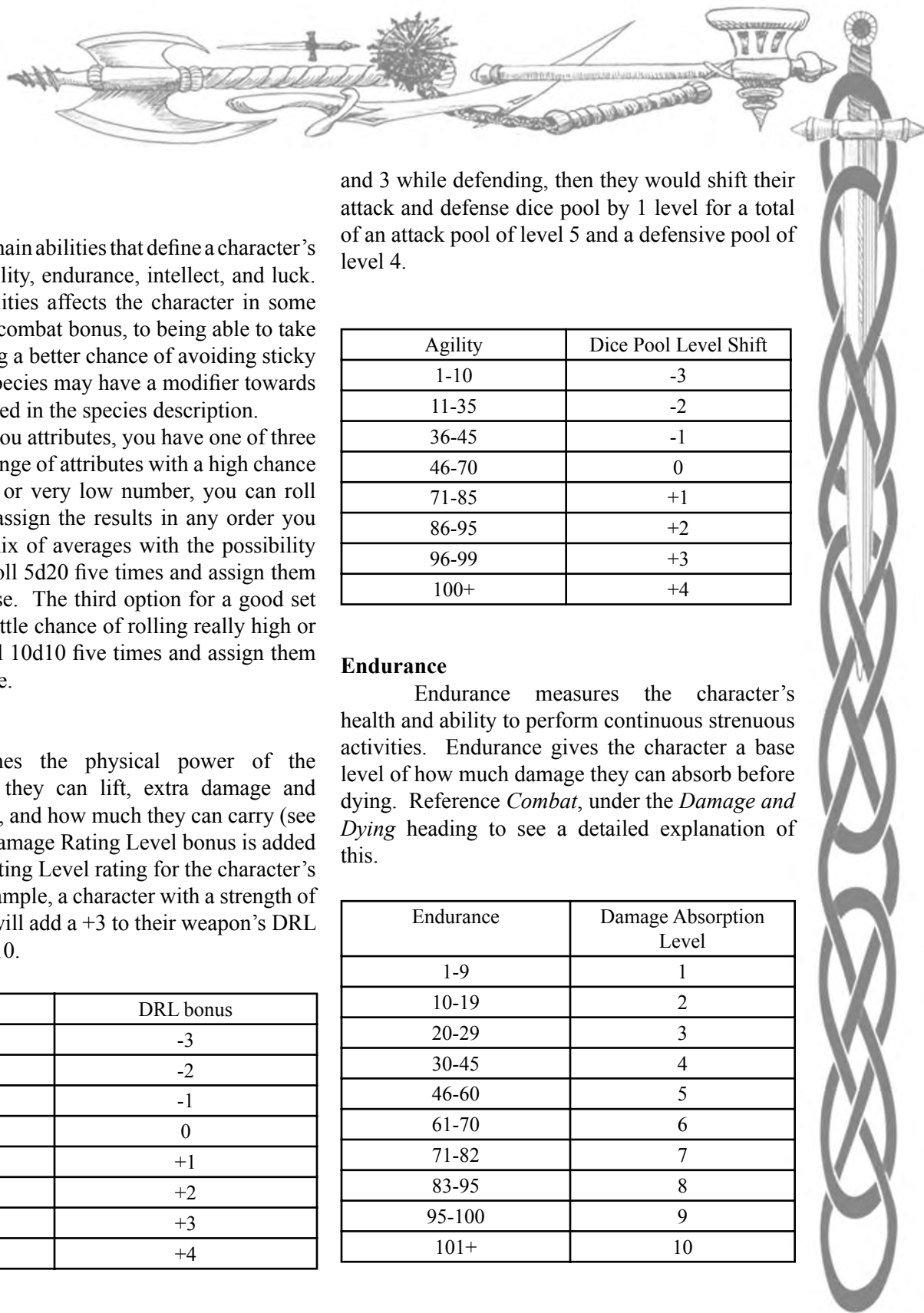
Ogre: Ogres have the following modifiers to their core attributes: +20 strength, -5 agility, +15 endurance, -12 intellect, and -8 to luck.

Orc: The following modifiers will be applied to their core attributes: +6 strength, +7 endurance, -10 intellect, and -3 luck.

Redcap: Redcaps have the following modifiers to their core attributes: -14 strength, +12 agility, -10 endurance, +3 intellect, and +9 luck.

Troglodyte: Troglodytes have the following modifiers to their attributes: +6 strength, +2 endurance, -7 intellect, and -3 luck.





ATTRIBUTES

There are five main abilities that define a character’s attributes: strength, agility, endurance, intellect, and luck. Each one of these abilities affects the character in some way, from providing a combat bonus, to being able to take more damage, to having a better chance of avoiding sticky situations, etc. Each species may have a modifier towards the roll result, as outlined in the species description.

To determine you attributes, you have one of three choices. For a broad range of attributes with a high chance of getting a very high or very low number, you can roll 1d100 five times and assign the results in any order you choose. For a good mix of averages with the possibility of extremes, you can roll 5d20 five times and assign them in any order you choose. The third option for a good set of averages, but with little chance of rolling really high or really low, you can roll 10d10 five times and assign them in any order you choose.

Strength

Strength defines the physical power of the character; how much they can lift, extra damage and attack in melee combat, and how much they can carry (see *Encumbrance*). The Damage Rating Level bonus is added to the base Damage Rating Level rating for the character’s melee weapon. For example, a character with a strength of 92 and a broad sword will add a +3 to their weapon’s DRL of 7, for a total DR of 10.

Strength	DRL bonus
1-10	-3
11-35	-2
36-40	-1
41-70	0
71-80	+1
81-90	+2
91-99	+3
100+	+4

Agility

Agility measures the quickness and nimbleness of the character. The character may also add a modifier to the dice pool when attacking with a weapon, and may give a modifier to the character’s defensive dice pool as well. The dice pool shift modifier is adjusted to the character’s base dice pool. For example, if a character has an agility of 85, and normally has a dice pool level of 4 when attacking

and 3 while defending, then they would shift their attack and defense dice pool by 1 level for a total of an attack pool of level 5 and a defensive pool of level 4.

Agility	Dice Pool Level Shift
1-10	-3
11-35	-2
36-45	-1
46-70	0
71-85	+1
86-95	+2
96-99	+3
100+	+4

Endurance

Endurance measures the character’s health and ability to perform continuous strenuous activities. Endurance gives the character a base level of how much damage they can absorb before dying. Reference *Combat*, under the *Damage and Dying* heading to see a detailed explanation of this.

Endurance	Damage Absorption Level
1-9	1
10-19	2
20-29	3
30-45	4
46-60	5
61-70	6
71-82	7
83-95	8
95-100	9
101+	10

Luck

Having a high luck could be very important as it may come up in the game quite often where the character would need to rely on this attribute to survive. The most common use of luck is when the character will have to make a luck check. This most often occurs when the character gets poisoned, or falls down a pit, or such. The character will be asked to make a luck check



against their score. If the roll is equal to or less than their score, then the check is a success. Please see *Combat* for a more detailed explanation.

Intellect

The intellect score measures the general intelligence of a character. Most spell casting characters would benefit to have a high intellect score. Characters with an Intellect score of less than 20 cannot learn to read or write. The *skill bonus %* is the bonus percentage that you add to your base skill % roll when you attempt a skill, and *# skills* are the number of starting skills your character starts with.

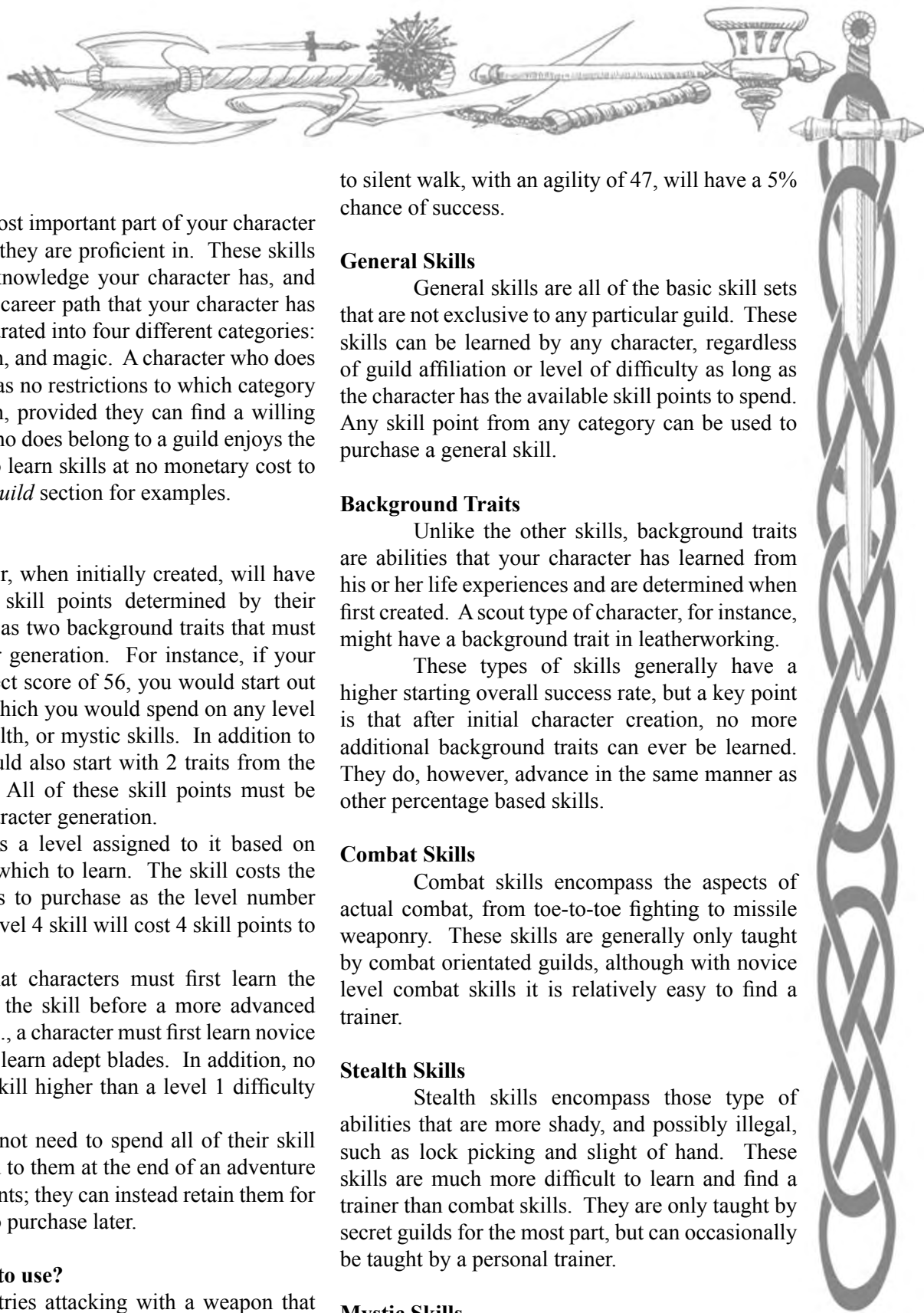
Intellect	Skill bonus %	# skills
1-10	-10%	1
11-25	-5%	3
26-40	-2%	5
41-60	0	6
61-80	+2%	7
81-90	+5%	9
91-99	+10%	11
100+	+15%	13

Movement: This number is the number of feet that a character can move during their turn in combat. Movement is determined by race, in accordance with the below chart.

Race	Base Movement
Human	20
Elf	25
Dwarf	15
Gnome	17

Characters will add this base movement to their agility/10 and endurance/10 to get their final movement score. You will always round up to the nearest number. I.e., a human with a 56 agility and 62 endurance will have a total movement score of 32; $(20+(56/10)+(62/10)) = (20+5.6+6.2) = 20+6+6 = 32$.





SKILLS

Possibly the most important part of your character are the skills in which they are proficient in. These skills define what types of knowledge your character has, and helps also define what career path that your character has chosen. Skills are separated into four different categories: general, combat, stealth, and magic. A character who does not belong to a guild has no restrictions to which category of skills they can learn, provided they can find a willing teacher. A character who does belong to a guild enjoys the benefit of being able to learn skills at no monetary cost to them. Reference the *Guild* section for examples.

Starting Skills

Every character, when initially created, will have a starting amount of skill points determined by their intellect score, as well as two background traits that must be defined at character generation. For instance, if your character has an intellect score of 56, you would start out with 6 skill points in which you would spend on any level 1 combat, general, stealth, or mystic skills. In addition to those 6 skills, you would also start with 2 traits from the background category. All of these skill points must be spent at the time of character generation.

Every skill has a level assigned to it based on its difficulty rating in which to learn. The skill costs the same amount of points to purchase as the level number assigned to it. I.e., a level 4 skill will cost 4 skill points to purchase.

Please note that characters must first learn the more basic version of the skill before a more advanced skill can be learned. I.e., a character must first learn novice blades before they can learn adept blades. In addition, no character can learn a skill higher than a level 1 difficulty at creation.

Characters do not need to spend all of their skill points that are awarded to them at the end of an adventure or at main stopping points; they can instead retain them for a skill that they want to purchase later.

Not skilled, but want to use?

If a character tries attacking with a weapon that they are not skilled in, they will use a base dice pool level of 1 for that attack. A character who is not skilled in an armor type cannot wear that armor. Note that no dice pool level can shift below level 1. A character cannot attempt a background or mystic skill that they have not learned. Any other skill that the character attempts will have their base percentage of success be their primary attribute for that skill type divided by 10. Thus, a person who attempts

to silent walk, with an agility of 47, will have a 5% chance of success.

General Skills

General skills are all of the basic skill sets that are not exclusive to any particular guild. These skills can be learned by any character, regardless of guild affiliation or level of difficulty as long as the character has the available skill points to spend. Any skill point from any category can be used to purchase a general skill.

Background Traits

Unlike the other skills, background traits are abilities that your character has learned from his or her life experiences and are determined when first created. A scout type of character, for instance, might have a background trait in leatherworking.

These types of skills generally have a higher starting overall success rate, but a key point is that after initial character creation, no more additional background traits can ever be learned. They do, however, advance in the same manner as other percentage based skills.

Combat Skills

Combat skills encompass the aspects of actual combat, from toe-to-toe fighting to missile weaponry. These skills are generally only taught by combat orientated guilds, although with novice level combat skills it is relatively easy to find a trainer.

Stealth Skills

Stealth skills encompass those type of abilities that are more shady, and possibly illegal, such as lock picking and slight of hand. These skills are much more difficult to learn and find a trainer than combat skills. They are only taught by secret guilds for the most part, but can occasionally be taught by a personal trainer.

Mystic Skills

Mystic skills include all those abilities that stress a high intellect or are magical in nature. These skills are the most difficult to learn, as tremendous training is required to manipulate the magical properties associated with them. Because of this, there are some vital restrictions to learning magic use. Unless a character chooses a novice mental at first level, they can never spend points



to learn any mental magical skills in the future, as this magic is something that the character is born with. Channeling magic can only be taught from the local religious temples, and will only be taught to a character of the same religion as the teacher. Rune magic can occasionally be taught by a wandering master, but mostly it can only be taught in the local universities or mage guilds. Totem magic cannot be learned from a guild or establishment; this magical skill can only be taught by a master directly.

Experience Point (XP) Awards

At any time the GM desires, they may award XP points to the characters. This is usually done at major stopping points or breaks in game play during a campaign. Players may use these XP points to purchase or advance in new skills.

XP points are separated into four categories: bonus, combat, stealth, and mystic. Points from each of these categories may only be used to purchase skills from the same type of category. I.e., If a character has 2 combat XP and 1 mystic XP, and they want to buy a level 3 combat skill, they cannot, as the mystic XP can only be used to buy mystic skills. The exception to this rule is bonus XP. If the GM is pleased with the characters during their gaming session, they might award a bonus XP or two. These points can be used towards the purchase of any skill from any category. Bonus XP are usually given out for excellent role-playing or clever ideas for example.

Percentage Based Skill Advancement

To advance in percentage based skills, there are two options available to the character. They may practice on their own, or through GM granting.

When practicing on their own, after eight full hours of practice, the character will roll against their success rate. If the skill roll was less than or equal to their percentage, then the skill will be raised by 1% to a maximum of 5% more than when the last time they were with a trainer. If a character rolls higher than their percentage, the skill will not increase. For instance, a character with an agility score of 62 will have a starting pick pocket score of 31%. By practicing by themselves for eight hours, and rolling less than a 32 on the d100, the character will gain 1%, for a new success rate of 32%. The character can raise this score to a maximum of 36% after five days of training. In order for this skill to rise any higher, the character must spend at least

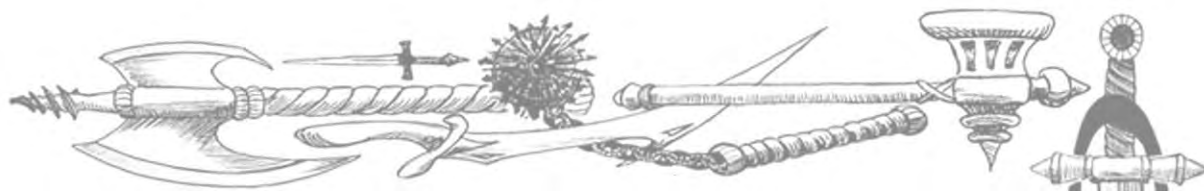
10 hours with a trainer with a skill percentage of at least 5% higher than the character's current percentage. After spending 10 hours in training, the character's skill 5% cap will reset to 0, allowing the character to continue to continue to improve in that skill by themselves for another 5% maximum increase.

The second way of increasing skills is through use. During a campaign, if a character uses a skill often, the GM *may* allow an instant increase to that character's skill %, without the character having to practice.

Other Skill Advancement

To advance in other non-percentage skills, such as *novice blades*, the character must first have the available XP points to buy the skill. Even if the character has the points to spend, they may still not automatically learn the skill; this is determined by the below chart. A character who has not used a skill very often during game play, but wants to advance that skill anyway as soon as they have enough points, may need to go see a trainer before learning the skill. On the other hand, if a character has used a skill very often during game play, they may automatically be able to learn the next higher skill as soon as they have enough combat XP to purchase it. For example, a character skilled in *novice pole arm* has fought almost all of their battles with their halberd. As soon as they have 2 combat XP, they may decide to purchase *adept pole arm* with no additional training required.





Skill Used	Time needed for Training
Never	1 month/level of skill
Rarely	1 week/level of skill
Occasionally	2 days/level of skill
Often	1 day/level of skill

Cost of New Skills

Characters that either do not belong to a guild, or want to learn a skill that is not offered by their guild, must first find another guild or person willing to train the character in the new skill. Most guilds are willing to do this, but at a steep fee. Below is the chart used for the average cost of learning a skill not covered by the character's guild.

Skill Level	Cost to learn skill
1	50
2	250
3	1000
4	5000
5	10000
6	25000

Of course, these prices are only a generalization. Actual costs may vary depending on the rarity of the skill learned.

Background Traits

Characters may choose two of the following traits during character generation.

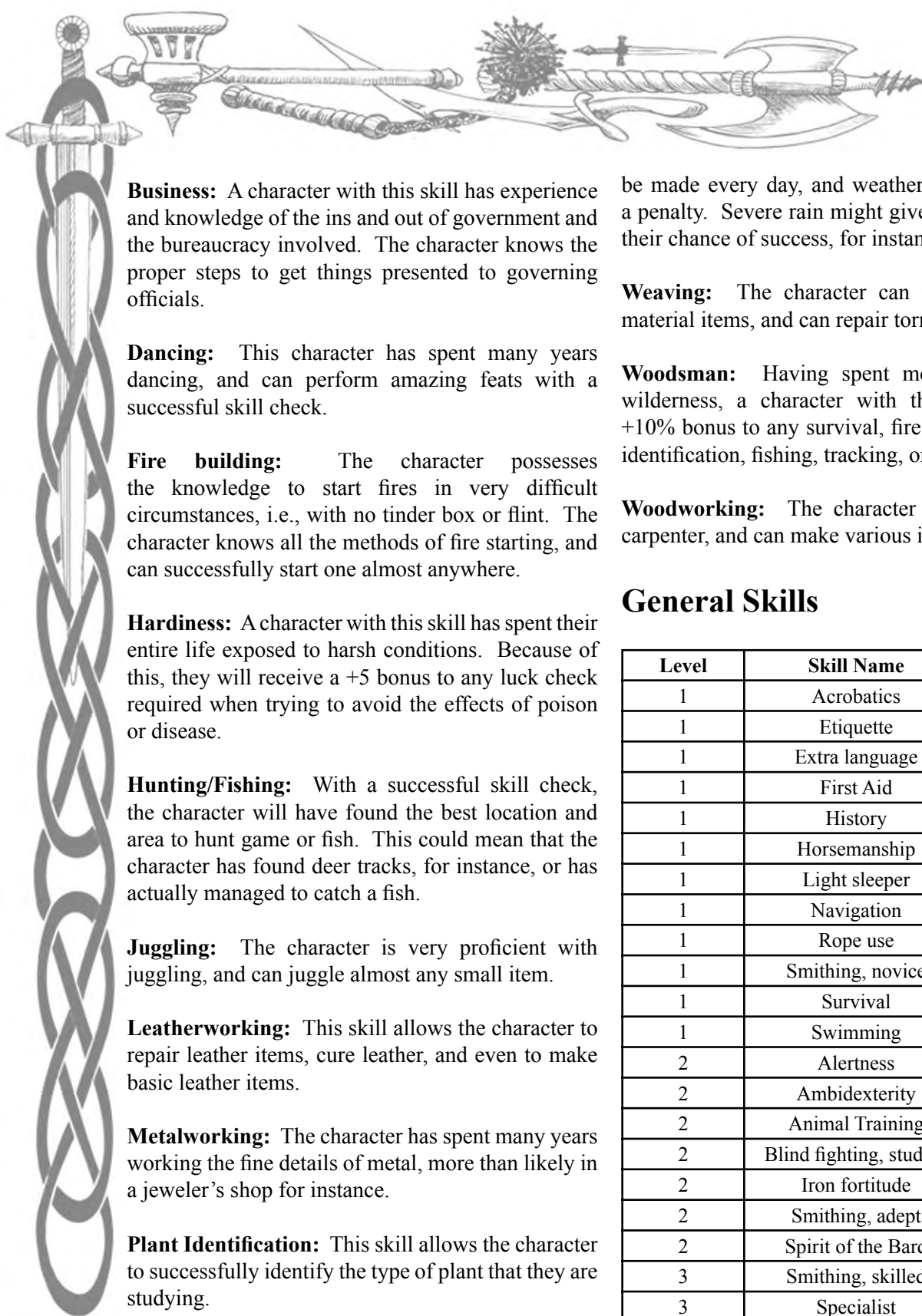
Skill Name	Base %
Alertness	Luck
Animal identification	Int
Appraisal	Int
Business	Int
Dancing	Agil
Fire building	Int
Hardiness	-
Hunting/Fishing	Agil+Int/2
Juggling	Agil
Leatherworking	Agil+Int/2
Metalworking	Agil+Int/2
Plant identification	Int
Singing	Luck
Tracking	Int/2
Weaving	Agil
Woodsman	-
Woodworking	Agil+Int/2

Alertness: Whenever something that may occur that will surprise the character, the GM will make a secret luck check for the character. If successful, the character isn't completely surprised, and will only suffer ½ of the effects of being surprised that another character would suffer.

Animal Identification: By making a successful intellect check, the character can correctly identify normal animals.

Appraisal: If the character makes a successful intellect check, then they are able to guess the approximate value of jewels and gemstones.





Business: A character with this skill has experience and knowledge of the ins and out of government and the bureaucracy involved. The character knows the proper steps to get things presented to governing officials.

Dancing: This character has spent many years dancing, and can perform amazing feats with a successful skill check.

Fire building: The character possesses the knowledge to start fires in very difficult circumstances, i.e., with no tinder box or flint. The character knows all the methods of fire starting, and can successfully start one almost anywhere.

Hardiness: A character with this skill has spent their entire life exposed to harsh conditions. Because of this, they will receive a +5 bonus to any luck check required when trying to avoid the effects of poison or disease.

Hunting/Fishing: With a successful skill check, the character will have found the best location and area to hunt game or fish. This could mean that the character has found deer tracks, for instance, or has actually managed to catch a fish.

Juggling: The character is very proficient with juggling, and can juggle almost any small item.

Leatherworking: This skill allows the character to repair leather items, cure leather, and even to make basic leather items.

Metalworking: The character has spent many years working the fine details of metal, more than likely in a jeweler's shop for instance.

Plant Identification: This skill allows the character to successfully identify the type of plant that they are studying.

Singing: The character is gifted with a melodic voice, and can sing well.

Tracking: From spending years growing up in the woodlands, the character has learned the art of tracking. With a successful skill check, the character can follow or find a set of tracks. A new check must

be made every day, and weather conditions may impose a penalty. Severe rain might give the character a -50% to their chance of success, for instance.

Weaving: The character can weave cloth fibers into material items, and can repair torn pieces of cloth.

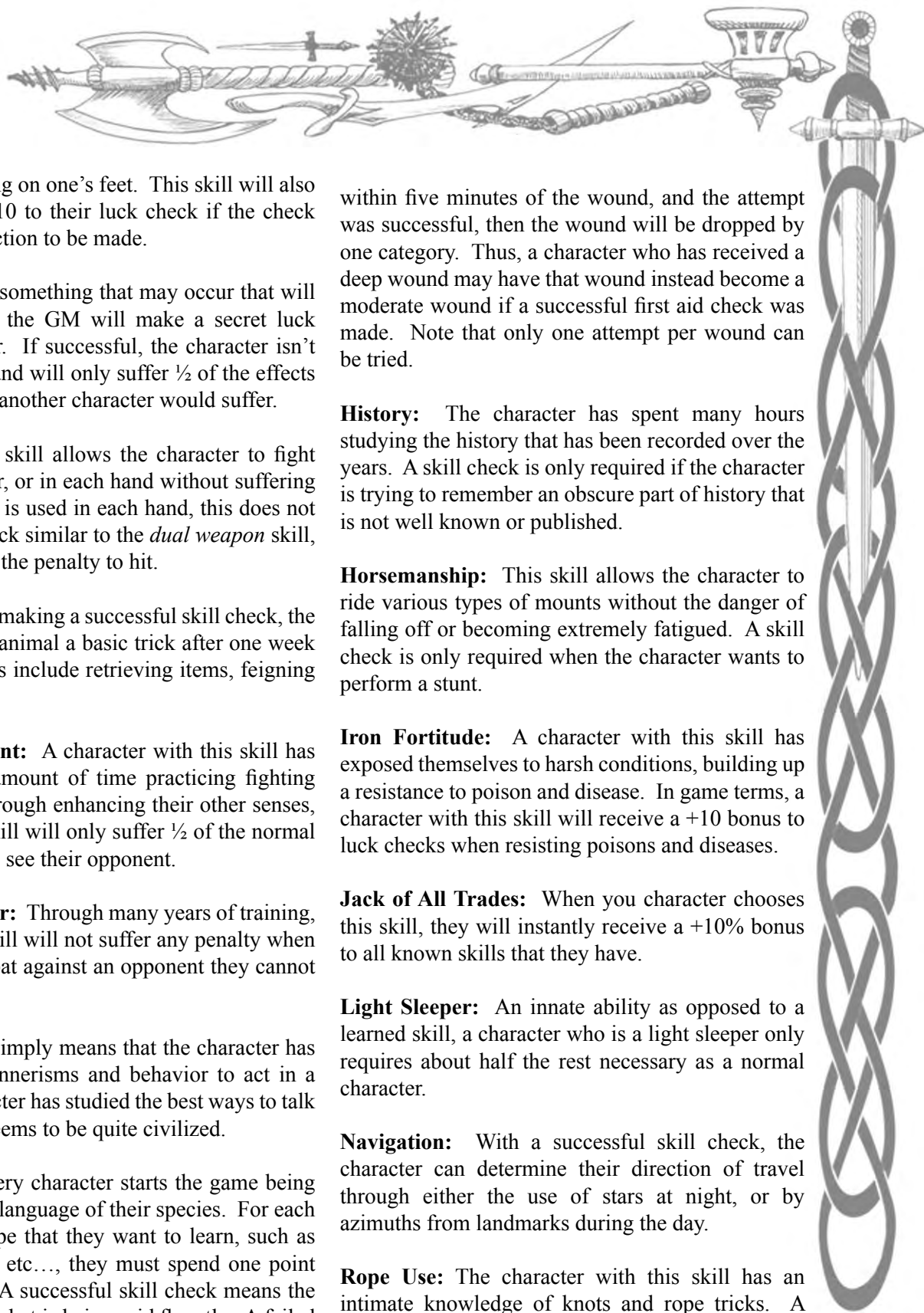
Woodsman: Having spent most of their life in the wilderness, a character with this skill will receive a +10% bonus to any survival, fire starting, plant or animal identification, fishing, tracking, or hunting skill.

Woodworking: The character is a skilled carver and carpenter, and can make various items out of wood.

General Skills

Level	Skill Name	Base %
1	Acrobatics	Agil/2
1	Etiquette	Int+luck/2
1	Extra language	Int
1	First Aid	Int/2
1	History	Int/2
1	Horsemanship	Agil/2
1	Light sleeper	-
1	Navigation	Int
1	Rope use	Agil/2
1	Smithing, novice	Int/2
1	Survival	Int
1	Swimming	End
2	Alertness	Luck/2
2	Ambidexterity	-
2	Animal Training	Int
2	Blind fighting, student	-
2	Iron fortitude	-
2	Smithing, adept	+5%
2	Spirit of the Bard	-
3	Smithing, skilled	+5%
3	Specialist	-
4	Blind fighting, master	-
4	Jack of All Trades	-
4	Smithing, master	+10%

Acrobatics: The character has studied gymnastics, and can perform various basic tumbles and flips with ease. A skill check is required whenever an unusual acrobatic stunt is desired to be performed, such as flipping behind



an opponent and landing on one's feet. This skill will also give the character a +10 to their luck check if the check requires a physical reaction to be made.

Alertness: Whenever something that may occur that will surprise the character, the GM will make a secret luck check for the character. If successful, the character isn't completely surprised, and will only suffer ½ of the effects of being surprised that another character would suffer.

Ambidexterity: This skill allows the character to fight with a weapon in either, or in each hand without suffering a penalty. If a weapon is used in each hand, this does not grant an additional attack similar to the *dual weapon* skill, but will only eliminate the penalty to hit.

Animal Training: By making a successful skill check, the character can teach an animal a basic trick after one week of training. Such tricks include retrieving items, feigning sleep, etc.

Blind Fighting, Student: A character with this skill has spent a considerable amount of time practicing fighting while blindfolded. Through enhancing their other senses, a character with this skill will only suffer ½ of the normal penalty when unable to see their opponent.

Blind Fighting, Master: Through many years of training, a character with this skill will not suffer any penalty when fighting in melee combat against an opponent they cannot see.

Etiquette: This skill simply means that the character has learned the proper mannerisms and behavior to act in a royal court. The character has studied the best ways to talk with others tactfully, seems to be quite civilized.

Extra Language: Every character starts the game being able to speak the basic language of their species. For each additional language type that they want to learn, such as orcish, goblin, human, etc..., they must spend one point to purchase this skill. A successful skill check means the character understands what is being said fluently. A failed skill check means the character can only understand bits and pieces of the conversation.

First Aid: This skill gives the character the basic knowledge of performing first aid to a target creature. With a successful skill check, the character can reduce the wound category of a wound received by someone who was recently wounded. If the bandages are applied

within five minutes of the wound, and the attempt was successful, then the wound will be dropped by one category. Thus, a character who has received a deep wound may have that wound instead become a moderate wound if a successful first aid check was made. Note that only one attempt per wound can be tried.

History: The character has spent many hours studying the history that has been recorded over the years. A skill check is only required if the character is trying to remember an obscure part of history that is not well known or published.

Horsemanship: This skill allows the character to ride various types of mounts without the danger of falling off or becoming extremely fatigued. A skill check is only required when the character wants to perform a stunt.

Iron Fortitude: A character with this skill has exposed themselves to harsh conditions, building up a resistance to poison and disease. In game terms, a character with this skill will receive a +10 bonus to luck checks when resisting poisons and diseases.

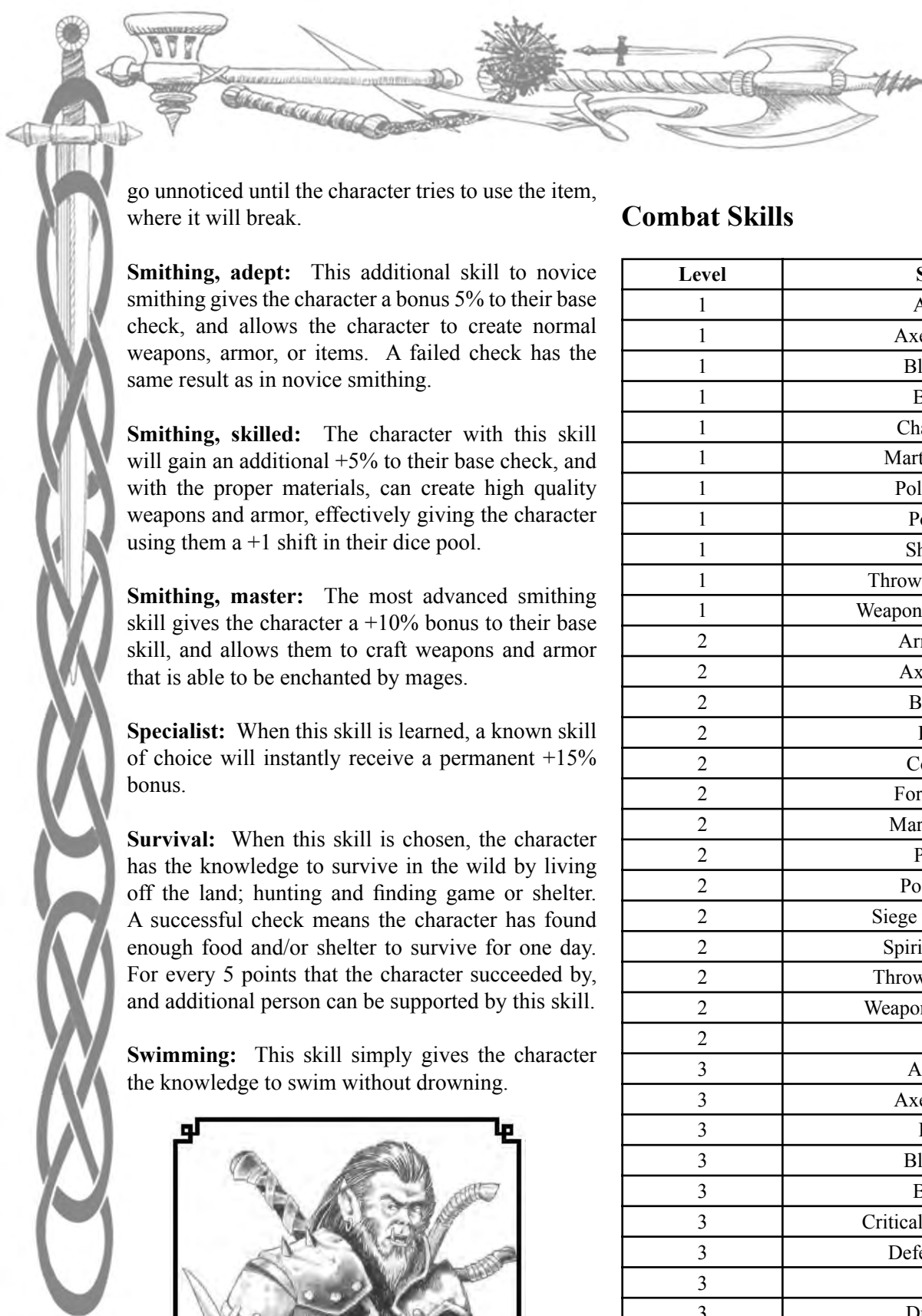
Jack of All Trades: When you character chooses this skill, they will instantly receive a +10% bonus to all known skills that they have.

Light Sleeper: An innate ability as opposed to a learned skill, a character who is a light sleeper only requires about half the rest necessary as a normal character.

Navigation: With a successful skill check, the character can determine their direction of travel through either the use of stars at night, or by azimuths from landmarks during the day.

Rope Use: The character with this skill has an intimate knowledge of knots and rope tricks. A successful skill check is required if the character is trying a trick, such as lassoing a target creature.

Smithing, novice: A character with this skill knows the very basics of metalworking. With a successful skill check, the character can create crude weapons and armor (-1 shift to the dice pool if used in combat), or other basic items. A failed check will



go unnoticed until the character tries to use the item, where it will break.

Smithing, adept: This additional skill to novice smithing gives the character a bonus 5% to their base check, and allows the character to create normal weapons, armor, or items. A failed check has the same result as in novice smithing.

Smithing, skilled: The character with this skill will gain an additional +5% to their base check, and with the proper materials, can create high quality weapons and armor, effectively giving the character using them a +1 shift in their dice pool.

Smithing, master: The most advanced smithing skill gives the character a +10% bonus to their base skill, and allows them to craft weapons and armor that is able to be enchanted by mages.

Specialist: When this skill is learned, a known skill of choice will instantly receive a permanent +15% bonus.

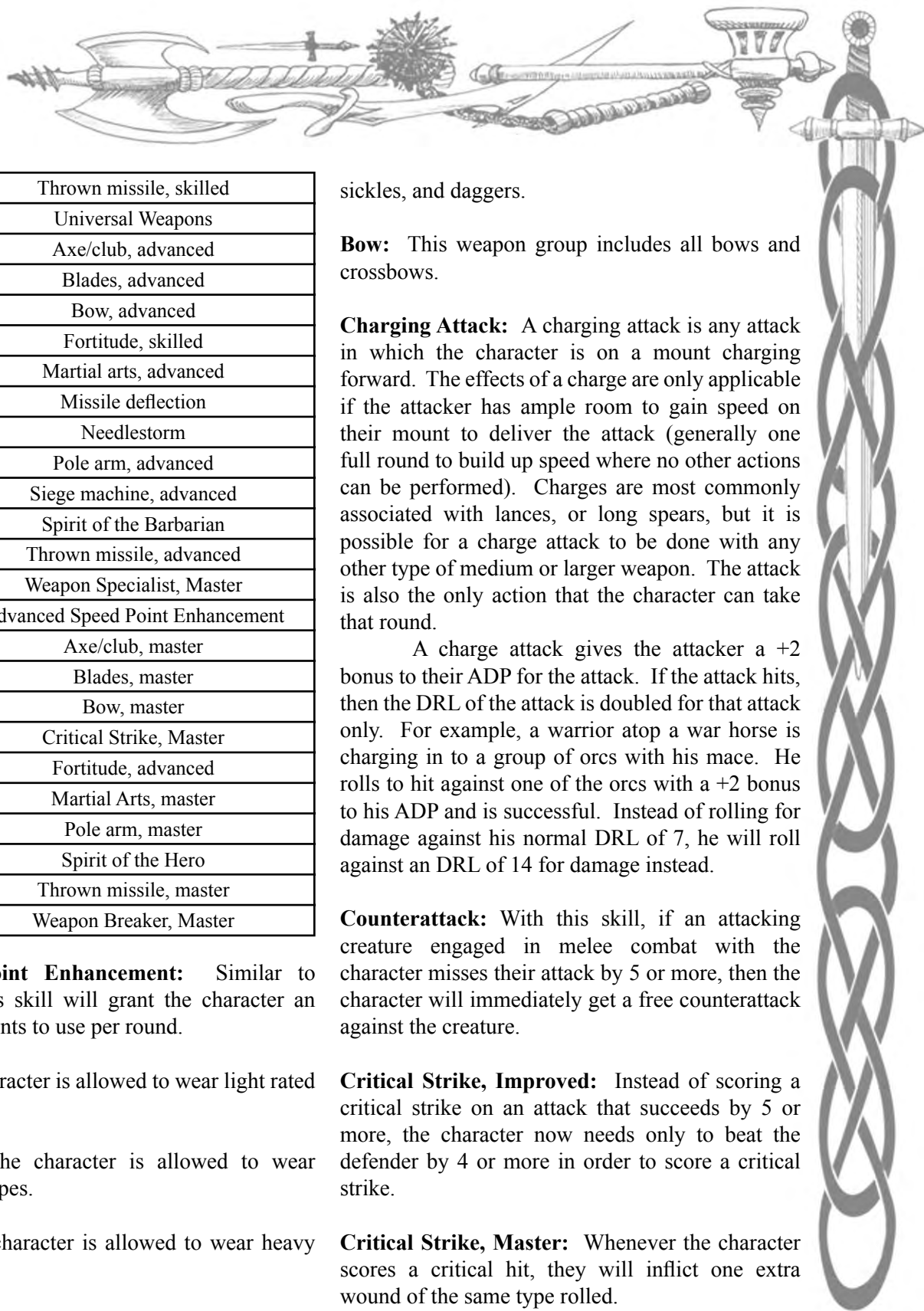
Survival: When this skill is chosen, the character has the knowledge to survive in the wild by living off the land; hunting and finding game or shelter. A successful check means the character has found enough food and/or shelter to survive for one day. For every 5 points that the character succeeded by, and additional person can be supported by this skill.

Swimming: This skill simply gives the character the knowledge to swim without drowning.



Combat Skills

Level	Skill Name
1	Armor, light
1	Axe/club, novice
1	Blades, novice
1	Bow, novice
1	Charging Attack
1	Martial arts, novice
1	Pole arm, novice
1	Power Attack
1	Shield, novice
1	Thrown missile, novice
1	Weapon Specialist, novice
2	Armor, medium
2	Axe/club, adept
2	Blades, adept
2	Bow, adept
2	Counterattack
2	Fortitude, novice
2	Martial arts, adept
2	Parry/dodge
2	Pole arm, adept
2	Siege machine, novice
2	Spirit of the Soldier
2	Thrown missile, adept
2	Weapon Breaker, novice
2	Withdraw
3	Armor, heavy
3	Axe/club, skilled
3	Backswing
3	Blades, skilled
3	Bow, skilled
3	Critical Strike, improved
3	Defense of Thorns
3	Disarm
3	Dual weapons
3	Fortitude, adept
3	Martial arts, skilled
3	Pole arm, adept
3	Rapid attack
3	Shield, advanced
3	Speed Point Enhancement
3	Spirit of the Warrior



3	Thrown missile, skilled
3	Universal Weapons
4	Axe/club, advanced
4	Blades, advanced
4	Bow, advanced
4	Fortitude, skilled
4	Martial arts, advanced
4	Missile deflection
4	Needlestorm
4	Pole arm, advanced
4	Siege machine, advanced
4	Spirit of the Barbarian
4	Thrown missile, advanced
4	Weapon Specialist, Master
5	Advanced Speed Point Enhancement
5	Axe/club, master
5	Blades, master
5	Bow, master
5	Critical Strike, Master
5	Fortitude, advanced
5	Martial Arts, master
5	Pole arm, master
5	Spirit of the Hero
5	Thrown missile, master
6	Weapon Breaker, Master

Advanced Speed Point Enhancement: Similar to the lesser version, this skill will grant the character an additional 10 speed points to use per round.

Armor, light: The character is allowed to wear light rated armor types.

Armor, medium: The character is allowed to wear medium rated armor types.

Armor, heavy: The character is allowed to wear heavy rated armor types.

Axe/Club: Weapons in this group include all axes, clubs, maces, morning star, flails, pick, and quarterstaff.

Backswing: By mastering the art of the backswing, any successful hit the character inflicts on a target will suffer one additional minor wound.

Blades: This weapon group includes all types of swords,

sickles, and daggers.

Bow: This weapon group includes all bows and crossbows.

Charging Attack: A charging attack is any attack in which the character is on a mount charging forward. The effects of a charge are only applicable if the attacker has ample room to gain speed on their mount to deliver the attack (generally one full round to build up speed where no other actions can be performed). Charges are most commonly associated with lances, or long spears, but it is possible for a charge attack to be done with any other type of medium or larger weapon. The attack is also the only action that the character can take that round.

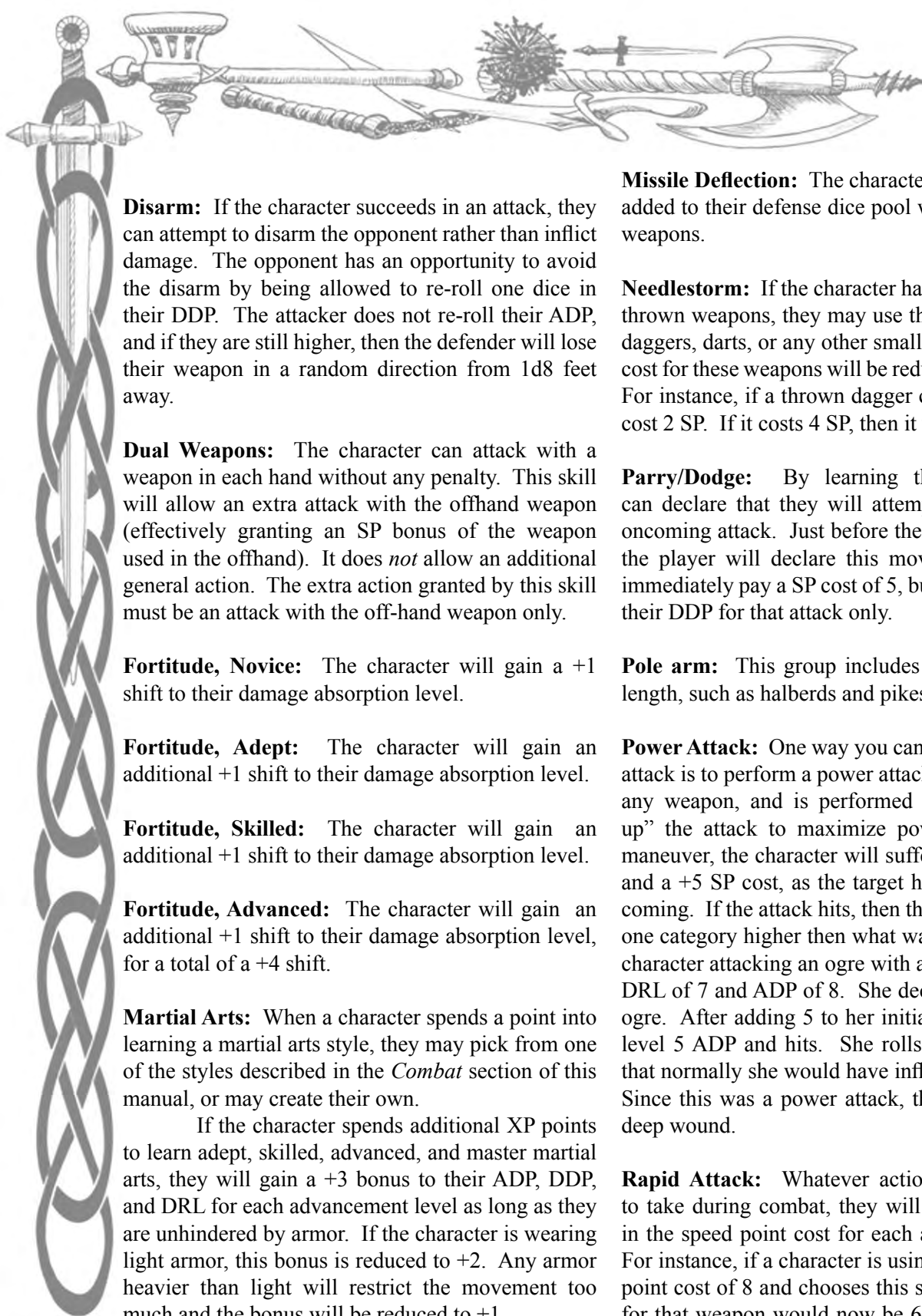
A charge attack gives the attacker a +2 bonus to their ADP for the attack. If the attack hits, then the DRL of the attack is doubled for that attack only. For example, a warrior atop a war horse is charging in to a group of orcs with his mace. He rolls to hit against one of the orcs with a +2 bonus to his ADP and is successful. Instead of rolling for damage against his normal DRL of 7, he will roll against an DRL of 14 for damage instead.

Counterattack: With this skill, if an attacking creature engaged in melee combat with the character misses their attack by 5 or more, then the character will immediately get a free counterattack against the creature.

Critical Strike, Improved: Instead of scoring a critical strike on an attack that succeeds by 5 or more, the character now needs only to beat the defender by 4 or more in order to score a critical strike.

Critical Strike, Master: Whenever the character scores a critical hit, they will inflict one extra wound of the same type rolled.

Defense of Thorns: At the beginning of the round, if the character declares that they will be going into the defense of thorns, then any attacking creature that engages in melee with the character will have to make a luck check or suffer one minor wound automatically. The character must forgo all attacks this round in order to use this skill.



Disarm: If the character succeeds in an attack, they can attempt to disarm the opponent rather than inflict damage. The opponent has an opportunity to avoid the disarm by being allowed to re-roll one dice in their DDP. The attacker does not re-roll their ADP, and if they are still higher, then the defender will lose their weapon in a random direction from 1d8 feet away.

Dual Weapons: The character can attack with a weapon in each hand without any penalty. This skill will allow an extra attack with the offhand weapon (effectively granting an SP bonus of the weapon used in the offhand). It does *not* allow an additional general action. The extra action granted by this skill must be an attack with the off-hand weapon only.

Fortitude, Novice: The character will gain a +1 shift to their damage absorption level.

Fortitude, Adept: The character will gain an additional +1 shift to their damage absorption level.

Fortitude, Skilled: The character will gain an additional +1 shift to their damage absorption level.

Fortitude, Advanced: The character will gain an additional +1 shift to their damage absorption level, for a total of a +4 shift.

Martial Arts: When a character spends a point into learning a martial arts style, they may pick from one of the styles described in the *Combat* section of this manual, or may create their own.

If the character spends additional XP points to learn adept, skilled, advanced, and master martial arts, they will gain a +3 bonus to their ADP, DDP, and DRL for each advancement level as long as they are unhindered by armor. If the character is wearing light armor, this bonus is reduced to +2. Any armor heavier than light will restrict the movement too much and the bonus will be reduced to +1.

In addition, for each advancement from one level of skill to another, the character will gain 2 SP towards martial arts maneuvers only. Thus a character who has learned *skilled martial arts* will have an additional 4 SP (+2 for learning adept, and +2 for learning skilled) to use towards any martial arts maneuver.

Missile Deflection: The character gains an additional d10 added to their defense dice pool when attacked by missile weapons.

Needlestorm: If the character has at least an adept skill in thrown weapons, they may use this skill. When throwing daggers, darts, or any other small weapon, the speed point cost for these weapons will be reduced by half, rounded up. For instance, if a thrown dagger costs 3 SP, it will instead cost 2 SP. If it costs 4 SP, then it would also cost only 2.

Parry/Dodge: By learning this skill, the character can declare that they will attempt to parry or dodge an oncoming attack. Just before the attacker rolls their ADP, the player will declare this move. The character must immediately pay a SP cost of 5, but will gain a +3 bonus to their DDP for that attack only.

Pole arm: This group includes all weapons of extreme length, such as halberds and pikes

Power Attack: One way you can get more force into your attack is to perform a power attack. This can be done with any weapon, and is performed by effectively “winding up” the attack to maximize power. If attempting this maneuver, the character will suffer a -3 shift to their ADP and a +5 SP cost, as the target has time to see the attack coming. If the attack hits, then the wound inflicted will be one category higher than what was rolled. For instance, a character attacking an ogre with a mace has a normal total DRL of 7 and ADP of 8. She decides to power attack the ogre. After adding 5 to her initiative, she attacks using a level 5 ADP and hits. She rolls her DRL pool and sees that normally she would have inflicted a moderate wound. Since this was a power attack, the ogre instead suffers a deep wound.

Rapid Attack: Whatever action the character chooses to take during combat, they will enjoy a -25% reduction in the speed point cost for each action used, rounded up. For instance, if a character is using a weapon with a speed point cost of 8 and chooses this skill, the speed point cost for that weapon would now be 6 ($.75 \times 8 = 6$) or $(8/4=2.8-2=6)$.

Shield, advanced: The character with this skill will gain an additional +2 bonus to the shield's base DDP score.

Shield, novice: The character is allowed to use shields. Armor weight requirements must still be met. For example, a character skilled in *medium armor* and *shields*



can wield any shield of a medium rating or lower. They cannot use heavy shields.

Siege Machine, Novice: The character with this skill has learned how to set up and operate various forms of siege weaponry. If the leader of the crew manning a siege weapon has this skill, they will attack using a base ADP of 7.

Siege Machine, Advanced: A person of this skill has mastered the subtleties and formulas needed to use siege machinery with the most accuracy. If the leader of a crew manning a siege weapon has this skill, then they will attack using a base ADP of 10.

Speed Point Enhancement: By purchasing this skill, the character will gain 5 additional speed points to use per round.

Spirit of the Barbarian: Once per day, they character may call forth the spirit of a fallen barbarian to aid them in battle. For a duration of 10 minutes/rounds, the first three wounds the character suffers will be ignored.

Spirit of the Hero: Once per day per experience title level of the character, they may call forth the spirit of a fallen hero to aid them in battle. For a duration of 10 minutes/rounds, they will gain a +3 bonus to their ADP, DRL, and DDP.

Spirit of the Soldier: Once per day per experience title level of the character, they may call forth the spirit of a fallen soldier to aid them in battle. For a duration of 10 minutes/rounds, they will gain a +1 bonus to their ADP, DRL, and DDP.

Spirit of the Warrior: Once per day per experience title level of the character, they may call forth the spirit of a fallen warrior to aid them in battle. For a duration of 10 minutes/rounds, they will gain a +2 bonus to their ADP, DRL, and DDP.

Thrown Missile: This group includes any weapon that is thrown at a target, such as daggers and a javelin.

Universal Weapons: This skill will grant the character the equivalent of being novice skilled in the following weapon groups: blades, thrown, axe/club, pole arm, and bow.

Weapons, Adept: All characters skilled in the adept level of weapons will use a base dice pool of level 5 when using

that type of weapon. Characters will also receive a +1 to the DRL of the weapon they are using.

Weapons, Advanced: When the character has reached advanced level training, they will use a base dice pool of 10 for all attacks.

Weapons, Master: The ultimate level of weapon skill give the character a base ADP of 12 with their attacks, as well as a bonus +1 to the base DRL (for a total of +3) and +1 to the DDP of the character while wielding this weapon.

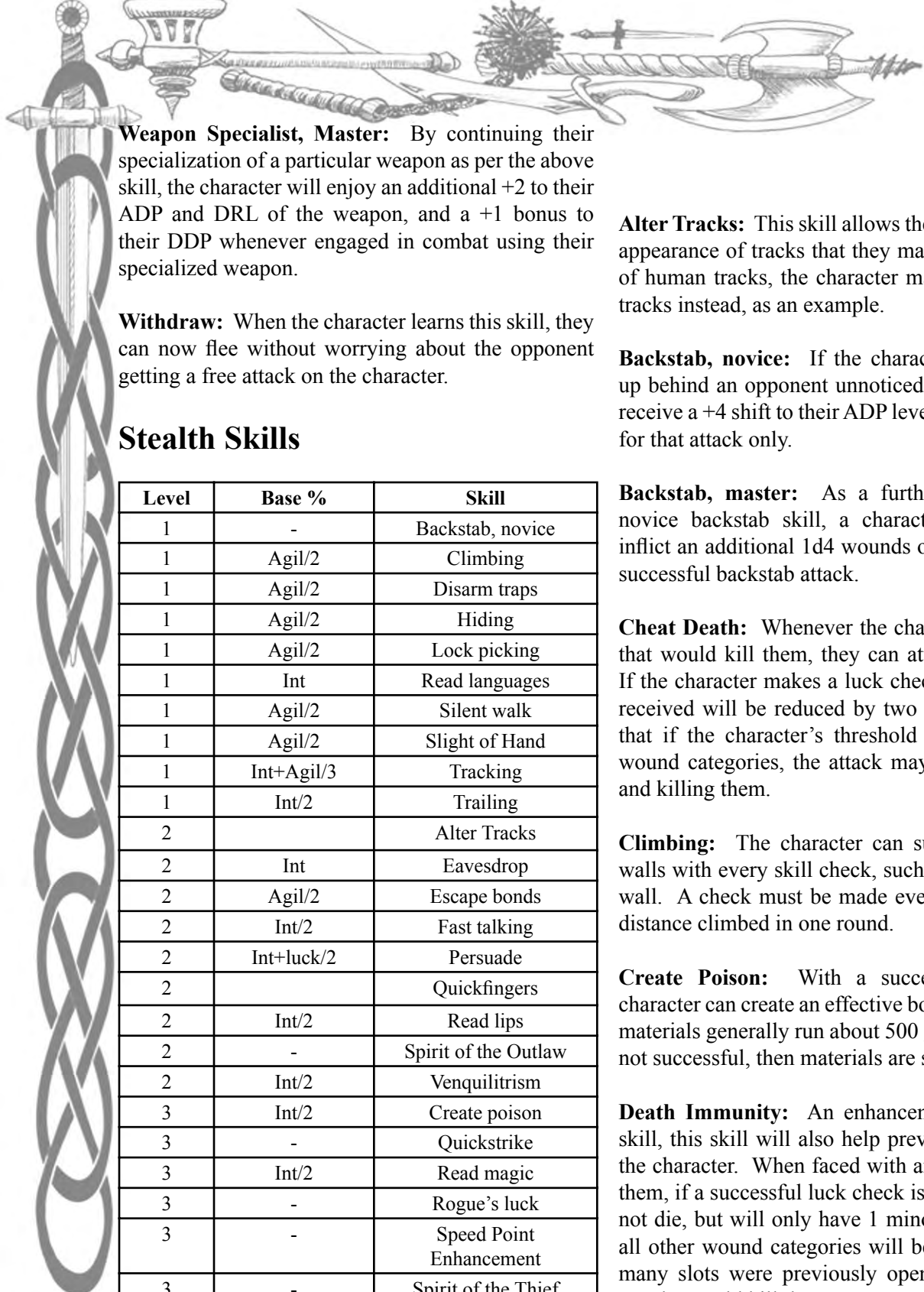
Weapons, Novice: All weapon type categories of the novice level will give the character a base ADP of 3 when attacking with a weapon from their learned category. I.e., a character that has learned *novice blades* will use a base ADP of 3 when attacking with any bladed weapon.

Weapons, Skilled: All characters with skilled weapons will use a base dice pool of 7 when attacking, as well as gaining a +1 bonus to the base DRL level, for a total of +2.

Weapon Breaker, novice: For the cost of 5 speed points, the character may attempt to break the weapon of an opponent. The character must have a weapon equipped, and has a base 15% chance of breaking the weapon. No ADP roll is necessary. If the weapon is magical, it may not be broken with this maneuver.

Weapon Breaker, Master: By continuing to focus their skills at weapon breaking, the character with this skill has a base 50% to break any non-magical weapon, and a 10% chance to break any magical weapon at the cost of 10 speed points.

Weapon Specialist, Novice: The character can choose to specialize in one particular weapon, as opposed a weapon group type. When this is done, the character will receive a bonus +1 to their ADP and base DRL rolls when using this weapon. For instance, Krushnev spends 1 point to learn *novice blades*, and then spends another point to learn *saber specialty*. His overall base ADP with a saber would be 4, and 3 with all other bladed weapons. The base DRL of the saber would also be 7, instead of the normal 6.



Weapon Specialist, Master: By continuing their specialization of a particular weapon as per the above skill, the character will enjoy an additional +2 to their ADP and DRL of the weapon, and a +1 bonus to their DDP whenever engaged in combat using their specialized weapon.

Withdraw: When the character learns this skill, they can now flee without worrying about the opponent getting a free attack on the character.

Stealth Skills

Level	Base %	Skill
1	-	Backstab, novice
1	Agil/2	Climbing
1	Agil/2	Disarm traps
1	Agil/2	Hiding
1	Agil/2	Lock picking
1	Int	Read languages
1	Agil/2	Silent walk
1	Agil/2	Slight of Hand
1	Int+Agil/3	Tracking
1	Int/2	Trailing
2		Alter Tracks
2	Int	Eavesdrop
2	Agil/2	Escape bonds
2	Int/2	Fast talking
2	Int+luck/2	Persuade
2		Quickfingers
2	Int/2	Read lips
2	-	Spirit of the Outlaw
2	Int/2	Venquilitrism
3	Int/2	Create poison
3	-	Quickstrike
3	Int/2	Read magic
3	-	Rogue's luck
3	-	Speed Point Enhancement
3	-	Spirit of the Thief
4	-	Cheat Death
4	-	Shadowmeld
4	-	Weightless walk
5	-	Invisibility
5	-	Spirit of the Assassin
5	-	Backstab, master
6	-	Death Immunity

Alter Tracks: This skill allows the character to change the appearance of tracks that they may leave behind. Instead of human tracks, the character may choose to leave deer tracks instead, as an example.

Backstab, novice: If the character successfully sneaks up behind an opponent unnoticed, then the character will receive a +4 shift to their ADP level and a +4 to the DRL level for that attack only.

Backstab, master: As a further enhancement to the novice backstab skill, a character with this skill will inflict an additional 1d4 wounds of the type rolled upon a successful backstab attack.

Cheat Death: Whenever the character receives a wound that would kill them, they can attempt to reduce the hit. If the character makes a luck check, then the wound they received will be reduced by two categories. Please note that if the character's threshold is already full in their wound categories, the attack may still end up escalating and killing them.

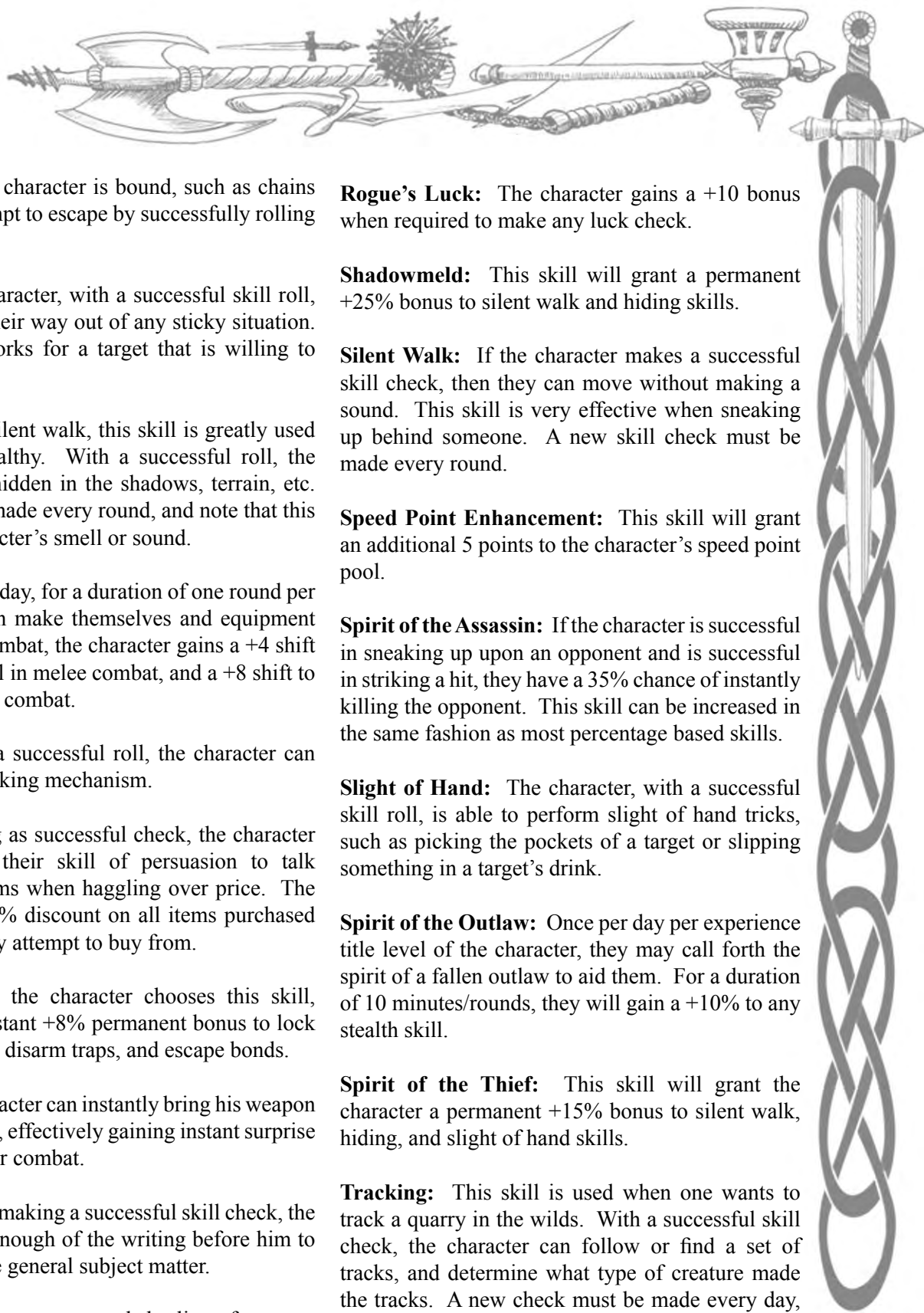
Climbing: The character can successfully climb sheer walls with every skill check, such as a brick wall or stone wall. A check must be made every 10 feet, which is the distance climbed in one round.

Create Poison: With a successful skill check, the character can create an effective bottle of poison. Costs for materials generally run about 500 gold. Even if the skill is not successful, then materials are still lost.

Death Immunity: An enhancement to the cheat death skill, this skill will also help prevent a blow from killing the character. When faced with an wound that would kill them, if a successful luck check is made the character will not die, but will only have 1 minor wound slot available; all other wound categories will be full regardless of how many slots were previously open. Basically, any more attacks would kill them.

Disarm Traps: If a trap is discovered, the character may disarm the trap with a successful roll.

Eavesdrop: The character gains the inherent ability to be able to listen to, and discern, other conversations going around him at all times.



Escape Bonds: If the character is bound, such as chains or rope, they may attempt to escape by successfully rolling a skill check.

Fast Talking: The character, with a successful skill roll, can pretty much talk their way out of any sticky situation. Note that this only works for a target that is willing to listen.

Hiding: Along with silent walk, this skill is greatly used when trying to be stealthy. With a successful roll, the character can remain hidden in the shadows, terrain, etc. A new check must be made every round, and note that this does not hide the character's smell or sound.

Invisibility: Once per day, for a duration of one round per level, the character can make themselves and equipment invisible. If used in combat, the character gains a +4 shift to the defense dice pool in melee combat, and a +8 shift to defense against missile combat.

Lock picking: With a successful roll, the character can successfully open a locking mechanism.

Persuade: By making as successful check, the character can successfully use their skill of persuasion to talk down the prices of items when haggling over price. The character will get a 10% discount on all items purchased from any merchant they attempt to buy from.

Quickfingers: When the character chooses this skill, they will receive an instant +8% permanent bonus to lock picking, slight of hand, disarm traps, and escape bonds.

Quickstrike: The character can instantly bring his weapon at ready from its sheath, effectively gaining instant surprise on a target not ready for combat.

Read Languages: By making a successful skill check, the character can discern enough of the writing before him to effectively translate the general subject matter.

Read Lips: The character can read the lips of a target individual from up to 50 feet away. Please note that they character must understand the language spoken in order for this skill to work.

Read Magic: By making a successful skill roll, the character can read magic scrolls and cast the spell effectively. The scroll will be disintegrated upon use.

Rogue's Luck: The character gains a +10 bonus when required to make any luck check.

Shadowmeld: This skill will grant a permanent +25% bonus to silent walk and hiding skills.

Silent Walk: If the character makes a successful skill check, then they can move without making a sound. This skill is very effective when sneaking up behind someone. A new skill check must be made every round.

Speed Point Enhancement: This skill will grant an additional 5 points to the character's speed point pool.

Spirit of the Assassin: If the character is successful in sneaking up upon an opponent and is successful in striking a hit, they have a 35% chance of instantly killing the opponent. This skill can be increased in the same fashion as most percentage based skills.

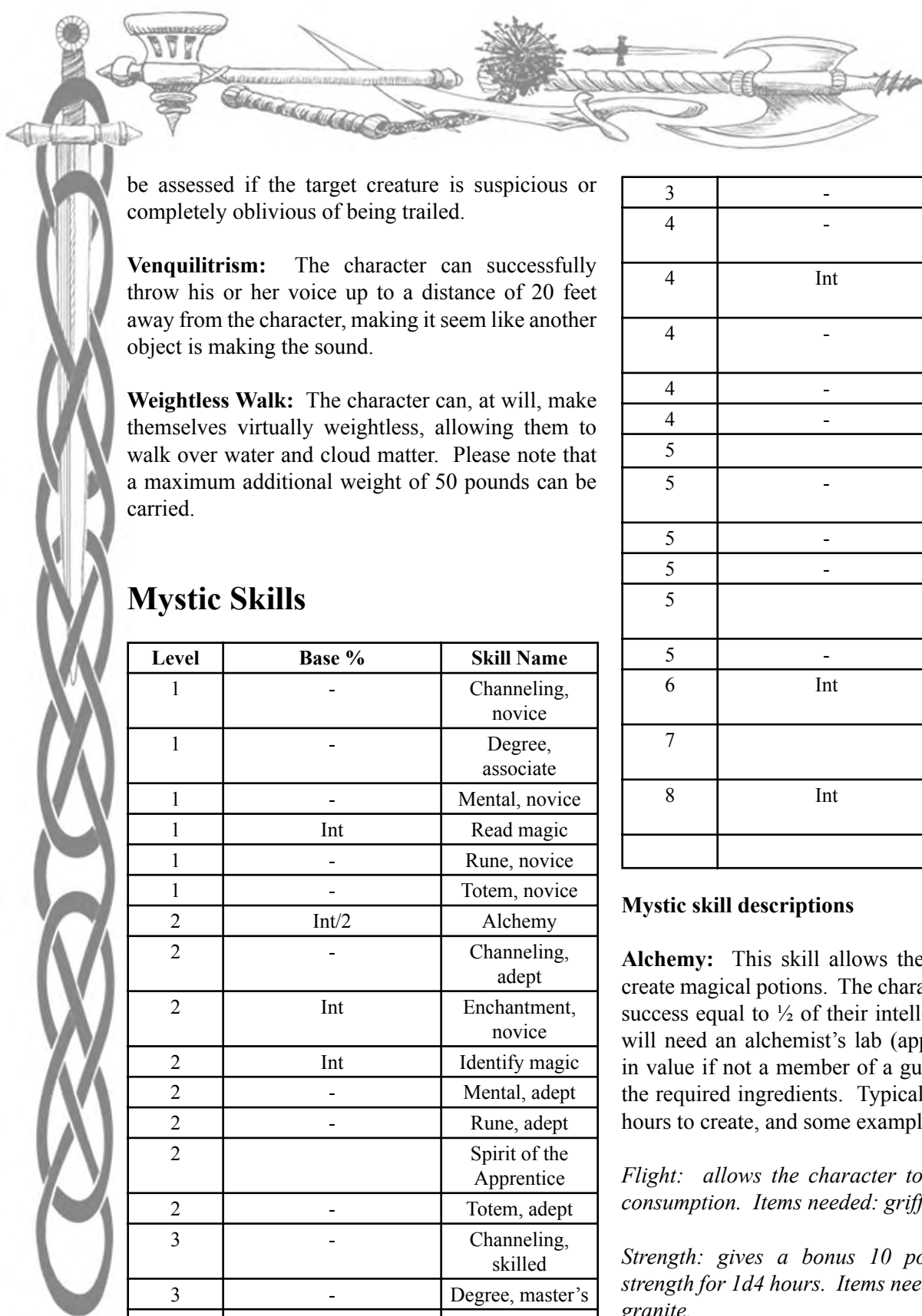
Slight of Hand: The character, with a successful skill roll, is able to perform slight of hand tricks, such as picking the pockets of a target or slipping something in a target's drink.

Spirit of the Outlaw: Once per day per experience title level of the character, they may call forth the spirit of a fallen outlaw to aid them. For a duration of 10 minutes/rounds, they will gain a +10% to any stealth skill.

Spirit of the Thief: This skill will grant the character a permanent +15% bonus to silent walk, hiding, and slight of hand skills.

Tracking: This skill is used when one wants to track a quarry in the wilds. With a successful skill check, the character can follow or find a set of tracks, and determine what type of creature made the tracks. A new check must be made every day, and weather conditions may impose a penalty. Severe rain might give the character a -50% to their chance of success, for instance.

Trailing: Unlike tracking, this skill is used in urban environments. A success check must be made if the character is attempting to follow an individual without being noticed. A bonus or penalty may



be assessed if the target creature is suspicious or completely oblivious of being trailed.

Venquilitrism: The character can successfully throw his or her voice up to a distance of 20 feet away from the character, making it seem like another object is making the sound.

Weightless Walk: The character can, at will, make themselves virtually weightless, allowing them to walk over water and cloud matter. Please note that a maximum additional weight of 50 pounds can be carried.

Mystic Skills

Level	Base %	Skill Name
1	-	Channeling, novice
1	-	Degree, associate
1	-	Mental, novice
1	Int	Read magic
1	-	Rune, novice
1	-	Totem, novice
2	Int/2	Alchemy
2	-	Channeling, adept
2	Int	Enchantment, novice
2	Int	Identify magic
2	-	Mental, adept
2	-	Rune, adept
2		Spirit of the Apprentice
2	-	Totem, adept
3	-	Channeling, skilled
3	-	Degree, master's
3	-	Mental, skilled
3	-	Rune, skilled
3	-	Speed Point Enhancement
3		Spirit of the Mage
3		Spirit of the Mentalist

3	-	Totem, skilled
4	-	Channeling, advanced
4	Int	Enchantment, skilled
4	-	Mental, advanced
4	-	Rune, advanced
4	-	Totem, advanced
5		Arcane Master
5	-	Channeling, master
5	-	Mental, master
5	-	Rune, master
5		Spirit of the Wizard
5	-	Totem, master
6	Int	Enchantment, advanced
7		Arcane Grandmaster
8	Int	Enchantment, master

Mystic skill descriptions

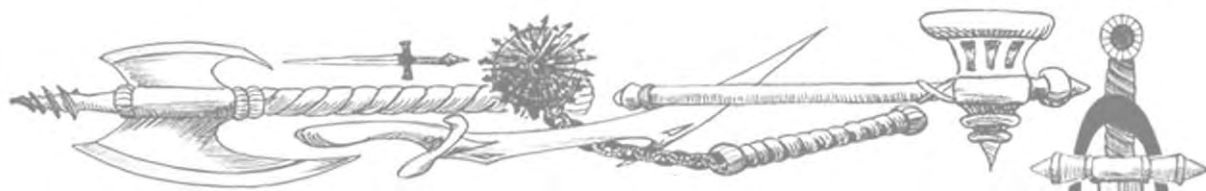
Alchemy: This skill allows the character to attempt to create magical potions. The character has a base chance of success equal to ½ of their intellect score. The character will need an alchemist's lab (approximately 10,000 gold in value if not a member of a guild), and will need all of the required ingredients. Typical potions only take a few hours to create, and some examples are listed below:

Flight: allows the character to fly for 1d4 hours after consumption. Items needed: griffon's feather.

Strength: gives a bonus 10 points to the character's strength for 1d4 hours. Items needed: bull's blood, ground granite.

Antidote: cures poison affliction when consumed. Items needed: snake venom.

Salve of Healing: cures a wound that was inflicted within the last hour. (I.e., the character erases a chosen wound type tally mark). Items needed: royal jelly, saliva from a creeping scavenger.



Arcane Master: A mage with this skill will inflict one additional minor wound to any target(s) they damage with a spell.

Arcane Grandmaster: Similar to arcane master, this skill will instead inflict one additional wound of the same type rolled to each target the caster has damaged with a spell.

Channeling, Adept: A character with this skill has learned to use up to level 2 channeling spells.

Channeling, Advanced: The character can now create or invoke up to level 4 powers.

Channeling, Master: The character can now create and invoke up to level 5 powers.

Channeling, novice: A character with this skill has learned the very basics of casting channeling magic. The character is able to cast up to level 1 difficulty channeling powers.

Channeling, Skilled: The character can now cast up to level 3 channeling spells.

Degree, Associate: This skill gives the character greater knowledge on mystic powers and history. The character will receive a +5% bonus to any intellect skill check.

Degree, Masters: This skill grants the caster a bonus +2 to any ADP, DRL, DDP rolls for their powers, as well

as giving the recipient of a mental spell a -10 to their luck check for any spells cast at them by the character with this skill.

Enchantment, Advanced: The caster can now enchant either 3 novice, 2 skilled, or 1 advanced enchantment to a desired item. Enchantment takes one week and costs approximately 5000 gold.

+3 DRL
+3 either ADP or DDP
+5 DRL vs single creature type
grants flight
holds 10x normal weight
grants 15 points to attribute
grants +15% bonus to skills
heals all wounds up to deep 1x/day

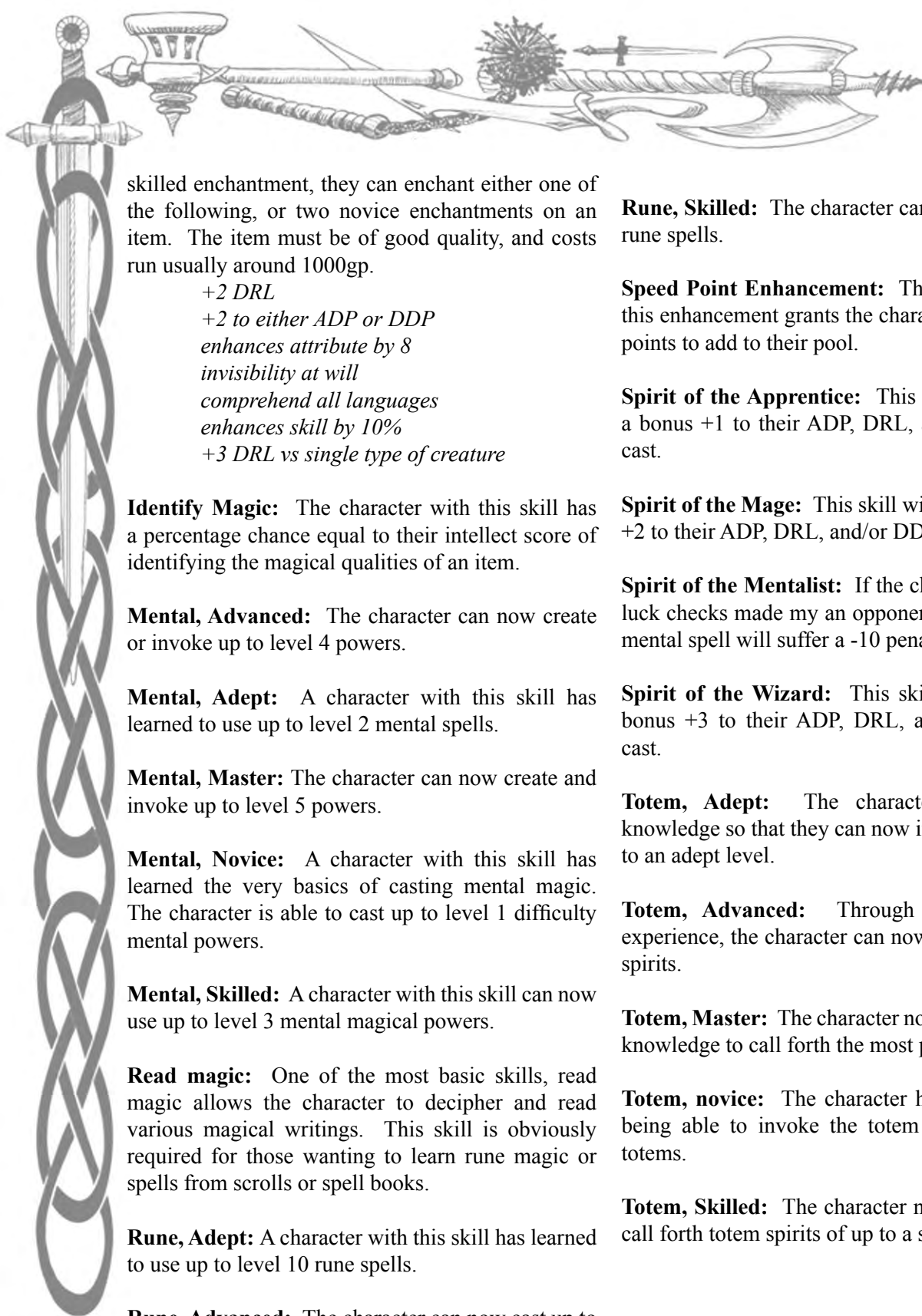
Enchantment, Master: This ultimate enchantment power allows the character to enchant an item with 5 novice, 3 skilled, 2 advanced, or 1 master enchantment. The item must be created by a master smith, takes 1 month to create, and costs 10,000 gold.

+4 DRL
+4 ADP or DDP
slays single type of creature (must make luck check if hit, or instantly slain)
teleports up to 10 miles away at will
grants 20 points to attribute
grants 5 points to all attributes
grants +20% bonus to skills
heals all wounds 1x/day

Enchantment, Novice: Once a character learns the basics of enchantment, they may enchant items with one power listed below. This enchantment is permanent, takes one week to complete the enchantment, and costs 500 gold. Only one minor enchantment can be placed on an item.

+1 DRL
+1 ADP or DDP
warmth (15'r 75 degree temp on command)
armor of comfort (can be worn without fatigue)
unbreakable
emits light 50'r on command
enhances a skill by 5%
enhances an attribute by 5

Enchantment, Skilled: Once the character learns



skilled enchantment, they can enchant either one of the following, or two novice enchantments on an item. The item must be of good quality, and costs run usually around 1000gp.

+2 DRL

+2 to either ADP or DDP

enhances attribute by 8

invisibility at will

comprehend all languages

enhances skill by 10%

+3 DRL vs single type of creature

Identify Magic: The character with this skill has a percentage chance equal to their intellect score of identifying the magical qualities of an item.

Mental, Advanced: The character can now create or invoke up to level 4 powers.

Mental, Adept: A character with this skill has learned to use up to level 2 mental spells.

Mental, Master: The character can now create and invoke up to level 5 powers.

Mental, Novice: A character with this skill has learned the very basics of casting mental magic. The character is able to cast up to level 1 difficulty mental powers.

Mental, Skilled: A character with this skill can now use up to level 3 mental magical powers.

Read magic: One of the most basic skills, read magic allows the character to decipher and read various magical writings. This skill is obviously required for those wanting to learn rune magic or spells from scrolls or spell books.

Rune, Adept: A character with this skill has learned to use up to level 10 rune spells.

Rune, Advanced: The character can now cast up to level 30 rune spells.

Rune, Master: The character can now cast any rune spell up to level 50.

Rune, Novice: A character with this skill has learned the very basics of casting rune magic. The character is able to cast up level 3 difficulty runes.

Rune, Skilled: The character can now cast up to level 20 rune spells.

Speed Point Enhancement: The mystic skill version of this enhancement grants the character an additional 4 skill points to add to their pool.

Spirit of the Apprentice: This skill will give the caster a bonus +1 to their ADP, DRL, and/or DDP to all spells cast.

Spirit of the Mage: This skill will give the caster a bonus +2 to their ADP, DRL, and/or DDP to all spells cast.

Spirit of the Mentalist: If the character has this skill, all luck checks made by an opponent when trying to resist a mental spell will suffer a -10 penalty.

Spirit of the Wizard: This skill will give the caster a bonus +3 to their ADP, DRL, and/or DDP to all spells cast.

Totem, Adept: The character has increased their knowledge so that they can now invoke totem spirits of up to an adept level.

Totem, Advanced: Through study, dedication, and experience, the character can now invoke advanced totem spirits.

Totem, Master: The character now has the will power and knowledge to call forth the most powerful totem spirits.

Totem, novice: The character has learned the basics of being able to invoke the totem spirits for novice level totems.

Totem, Skilled: The character now has the willpower to call forth totem spirits of up to a skilled level totem.



MAGIC

Galenar stepped forward past his fellow party members in short, measured steps. The small party was faced against a band of several slobbering ghouls, who were slowly making their way up the weathered cobblestone towards the trapped party.

“Galenar!”, shouted Torin. “Where are you going? Stand behind us, so we can protect you!” Torin raised his two handed sword and tried to grab Galenar.

Galenar whipped his head back and glared at the dwarf. Usually a very kind man, Torin was taken aback by the stern, determined look on Galenar’s face. “I know what I’m doing. And besides,” Galenar said, “you don’t want to be caught in the blast.”

Torin was reluctant to let go, especially as the hunched, decayed undead made their way even closer. But the blue light that started to emanate from within the folds of Galenar’s cloak made him step back.

The deep, throaty chant was very loud as Galenar closed his eyes and began to concentrate. Within moments, he raised his arms skyward and his chanting increased in volume. Blue and green swirling light began to weave its way around his body in a rhythmic dance of magic.

The ghouls hesitated only a moment, but realizing that they were mere yards from their living prey, they greedily crept forward.

At that moment a sudden blue flash of light shot from within Galenar’s robes and enveloped the ghouls. The party members had to close their eyes from the bright light, and when they opened them a moment later, all that was left of the ghouls were several piles of rancid ash that littered the cobblestone.

Altus Adventum offers players a choice of four distinct forms of magic styles that they may learn: totem, mental, rune, and channeling. Each form of magic is unique in the way it’s called forth, and each form has it’s own unique powers. Characters may choose to specialize in any form of magic, or to dabble in all forms. As long as there is a teacher available, there are no restrictions as to what forms of magic a character may study with the exception of mental. With mental magic, it must be learned at initial character creation unless some unusual event happens that grants the character with mental powers.

For game balance, the restrictions and requirements to cast the spells should be used in the game. However, like many other rules in this manual, you may have the



casting costs rules as optional and decide not to use them without adversely affecting game balance too much. For example, for channeling and mental magic, you can forgo the fatigue and intellect cost for casting spells if you choose. Be forewarned that even though this is optional, you should come up with some sort of house rule to keep balance.


Quite often in all forms of magic, you might come across a variable duration for the spell effect. This will generally be listed as “X amount of time per caster experience title level.” This means that a veteran character (experience title level 4) would have a duration of 4 times X.

Totem Magic

Some view totem magic as a very primitive form of magic, but none can dispute the versatility that this magic gives the character. Users of totem magic believe that they can capture the spirits of various creatures in small totems that can then be used to invoke the beneficial power of the creature type.

Totem magic can be invoked by anyone skilled enough to call forth the power regardless of armor worn or any other physical hindrance. The only requirement is that the character must have physical contact with the totem that they wish to invoke, and the ability to vocalize the calling.

Totem magic is separated into levels of



mastery, from novice to master. Characters not skilled in the appropriate level of skill do not have the willpower needed to call forth a totem spirit.

Mental Magic

More commonly known as psychic powers, mental mages utilize their brain power to achieve their desired powers. Unlike other forms of magic, mental mages must be born with this skill. Thus any character that does not choose mental novice as a starting skill can never learn mental magic. This is especially important for players to understand if they are interested in learning magic styles.

There are very few limitations when trying to cast a mental spell. The character can wear any armor, and even be immobilized. The only requirements is that the character must be of high enough skill to cast the spell, and the character must have a clear mind in which to invoke the power.

Rune Magic

Mages of this style of magic have mastered the art of creating runes and glyphs to invoke their magical powers. Rune magic is split into two main groups of magic: durational, and instant. Durational runes are those that are drawn, carved, or etched onto an item that empowers that item as long as the runes remain. Instant runes are runes that are generally drawn in the air to create an instant magical effect.

There are a few notable restrictions a mage must follow when trying to invoke a rune spell. The first, is that they must have sufficient skill in which to cast the spell. The second, because runes must be drawn exactly, is that the character must have free range of motion with their hands. And form of binding or anything else that restricts movement of the hands will often cause the rune spell to fail.

Channeling Magic

Channeling magic is the form of magic that most people are familiar with. Mages proficient in this style channel magical energies around them with incantations and somatic gestures to achieve a desired spell effect. Experienced channelers are some of the most powerful mages to exist.

Similar to rune magic, a mage casting a channeling spell must not only have free range of motion with their hands and arms, but they also must have complete vocal ability as well in order to cast



the spell. Because of the wide range of motion the caster must perform when channeling magic, the mage cannot wear any armor heavier than light. All heavier armor is simply too cumbersome to cast spells effectively.

Long term effects of magic use

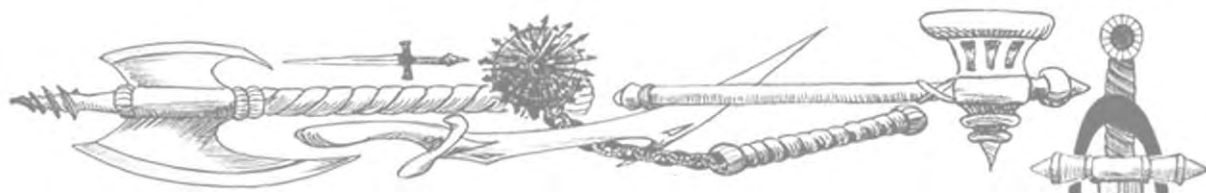
One of the side effects of using magic long term is that the magic will become part of the caster. This change is very slow and sometimes unnoticeable, but there is a change nonetheless.

The change depends on the type of magic used, and is up to the GM as to what the change would be. It is recommended the change be creative, but not too powerful. Some examples are:

A master of totem magic might develop a special bond with their spirit pet, forming a tattoo of the pet on their body, and thus no longer needing the actual totem to call forth the power. Alternately, the totem master might start to undergo slight physical changes to mirror their pet. I.e., a totem master with a bear spirit pet might get bulkier and become very shaggy and unkempt.

A master necromancer might have the ability to permanently have an icy touch, and will kill any small creature that comes in contact with the mage.

A master fire mage might be able to conjure minor amounts of flame at will, and might develop a resistance to fire.



RUNE

Rune magic is one of the most versatile and studied forms of magic in Arcadia. A clever and imaginative player and GM can come up with hundreds of combinations of rune magic spells. The only limitation is imagination alone.

Runes are separated into elemental categories of fire, water, air, earth, and life. These individual runes are then either used by themselves, or most often in conjunction with other runes to create a magical effect.

One of the most beneficial aspects of rune magic is that there is no limit to the amount of spells a mage may cast, other than level limitations. The main drawback to rune magic is that it is very time consuming to cast. Level 1-5 rune spells cost 7 speed points to draw, level 6-10 rune spells cost 11 speed points, level 11-20 rune spells cost 17 speed points, and rune spells greater than level 20 cost 20 speed points to cast.

Rune magic is also unique in that there are no real set affects that the magic will invoke. A rune mage creates more powerful spells by placing together various combinations of basic runes. This gives the player a tremendous amount of flexibility, but should be discussed between the players and GM beforehand in order to reduce any discrepancies of interpretation.

As stated earlier, runes are also categorized into durational, and instant. An instant rune is a spell that has an instant effect that does not last longer than one round. A durational rune spell is any spell that has an effect with no set ending time.

When a character first learns rune magic, they will begin with 1d4+1 runes that they have learned. Learning rune magic is very difficult, as the runes drawn have to be exactly as taught, or the rune will have no magical effect. It usually takes a student one full day of studying a rune per level of difficulty to memorize that rune.

Rune spell level difficulty is determined by adding up all of the individual rune difficulty levels. Thus, a mage casting a rune spell that involves two level 1 and one level 3 rune, will have an overall spell level of 5.

Unless otherwise noted, all rune spells used in combat will have an ADP of 3 for level 1-5 spells, an ADP of 5 for level 6-10 spells, an ADP of 7 for level 11-15 spells, an ADP of 9 for level 16-20 spells, and ADP of 12 for level 21-30 spells, and a base ADP of 15 for any spell higher than level 30.

Example of Rune combinations:

A mage combines a spark, breeze, and burst rune

to send a burning rune out towards a target at a movement rate of 30, up to 100 feet away. When the rune gets to its target, it explodes in a 5' radius of flame. All creatures in that radius will have to defend against an ADP of 3, or suffer damage of an DRL of 4. The three runes involved give the total spell a difficulty of level 4, with a SP cost of 7..

A professional caster wants to combine a spell focus rune (lvl 10), icicle (lvl 4), and gust (lvl 6) rune to create a spell of level 20 difficulty (17 SP cost). The icicle will travel towards its target at a rate of 50 up to 100 yards away, shattering on impact with an ADP of 9. If the icicle hits, it will inflict two wounds equal to an DRL of 10.

A novice combines a spark rune with an illuminate rune for a spell that has a difficulty of level 2, and creates a rune spell on the ground that emits both light and heat, remaining until dispelled or disturbed.

Rune Descriptions:

Spark (fire-instant) lvl 1

This basic fire rune, when drawn in the air, begins to appear as if it is alight. The flame is generally 6" in height, and can be grasped by the caster to be used to set things alight, or if used in combat, inflict damage with an DRL of 4.

Breeze (air-instant) lvl 1

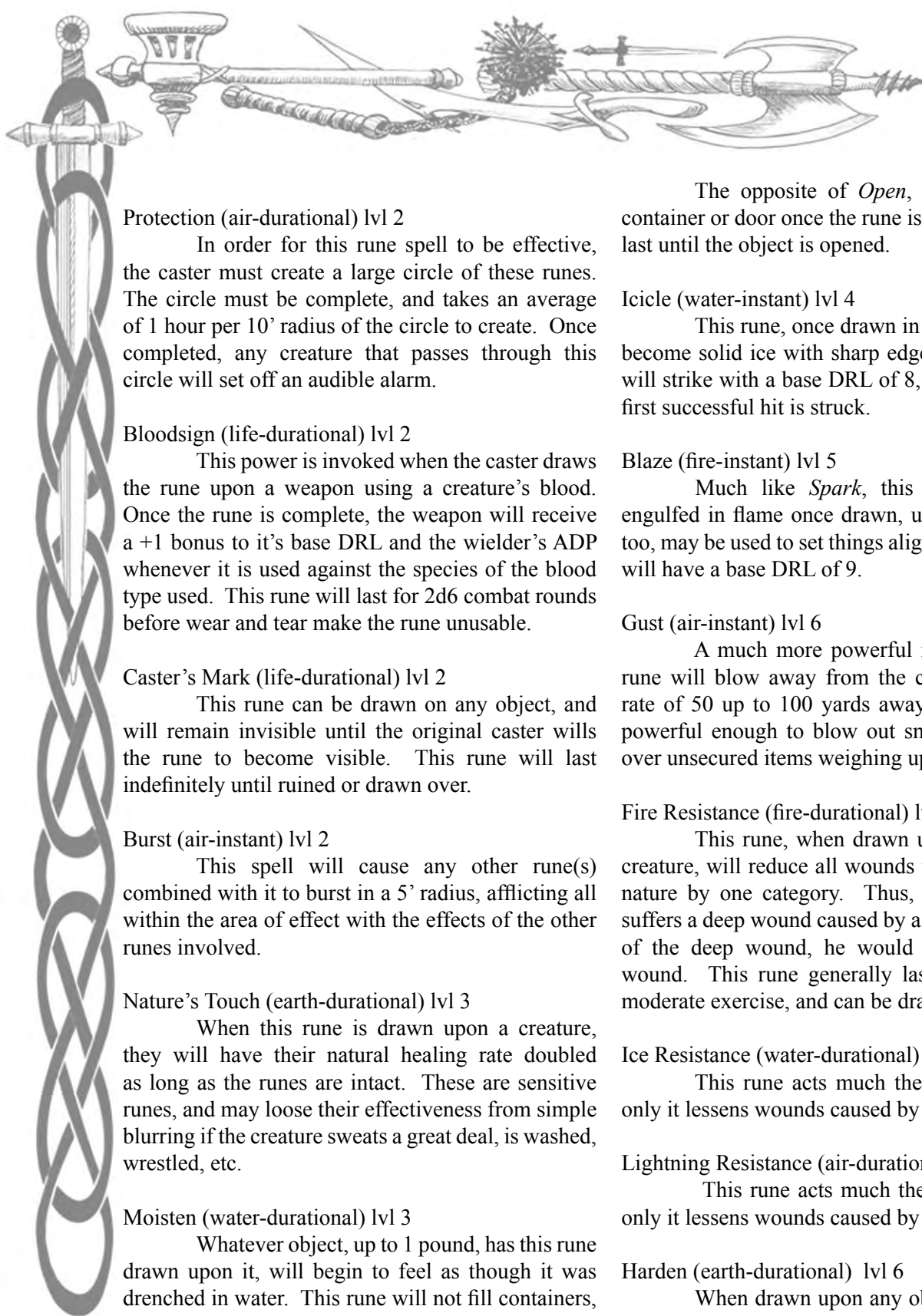
This spell creates a force of air that travels away from the caster at a movement rate of 30, up to a distance of 100 feet. This rush of air is enough to blow out small sources of flame, such as a candle or torch, but not enough for a campfire.

Illuminate (fire-durational) lvl 1

This rune, when drawn upon an object, begins to illuminate with an magical light that will as bright as a lit torch. This rune lasts one day, or until erased. It emits not heat.

Poison Resistance (life-durational) lvl 1

When this rune is drawn upon a creature, they become much more resistant to toxins and poisons. Any luck check rolled while this rune is in effect against poison will be made with a +10 bonus. The rune will last for 1d6 hours or until wiped off.



Protection (air-durational) lvl 2

In order for this rune spell to be effective, the caster must create a large circle of these runes. The circle must be complete, and takes an average of 1 hour per 10' radius of the circle to create. Once completed, any creature that passes through this circle will set off an audible alarm.

Bloodsign (life-durational) lvl 2

This power is invoked when the caster draws the rune upon a weapon using a creature's blood. Once the rune is complete, the weapon will receive a +1 bonus to its base DRL and the wielder's ADP whenever it is used against the species of the blood type used. This rune will last for 2d6 combat rounds before wear and tear make the rune unusable.

Caster's Mark (life-durational) lvl 2

This rune can be drawn on any object, and will remain invisible until the original caster wills the rune to become visible. This rune will last indefinitely until ruined or drawn over.

Burst (air-instant) lvl 2

This spell will cause any other rune(s) combined with it to burst in a 5' radius, afflicting all within the area of effect with the effects of the other runes involved.

Nature's Touch (earth-durational) lvl 3

When this rune is drawn upon a creature, they will have their natural healing rate doubled as long as the runes are intact. These are sensitive runes, and may lose their effectiveness from simple blurring if the creature sweats a great deal, is washed, wrestled, etc.

Moisten (water-durational) lvl 3

Whatever object, up to 1 pound, has this rune drawn upon it, will begin to feel as though it was drenched in water. This rune will not fill containers, but will make the container itself seem wet.

Open (earth-instant) lvl 3

This rune will cause any locked container or door to become unlocked once drawn on the container or door.

Lock (earth-durational) lvl 3

The opposite of *Open*, this rune will lock any container or door once the rune is inscribed. The rune will last until the object is opened.

Icicle (water-instant) lvl 4

This rune, once drawn in the air, will immediately become solid ice with sharp edges. If used in combat, it will strike with a base DRL of 8, but will shatter once the first successful hit is struck.

Blaze (fire-instant) lvl 5

Much like *Spark*, this rune will begin to be engulfed in flame once drawn, up to 1 foot in height. It too, may be used to set things alight, and if used in combat, will have a base DRL of 9.

Gust (air-instant) lvl 6

A much more powerful rune than breeze, a gust rune will blow away from the character at a movement rate of 50 up to 100 yards away. This force of wind is powerful enough to blow out small campfires, or knock over unsecured items weighing up to 5 pounds.

Fire Resistance (fire-durational) lvl 6

This rune, when drawn upon the forehead of the creature, will reduce all wounds to that creature of a heat nature by one category. Thus, a person with this rune suffers a deep wound caused by a dragon's breath. Instead of the deep wound, he would only suffer a moderate wound. This rune generally lasts a few hours through moderate exercise, and can be drawn upon any creature.

Ice Resistance (water-durational) lvl 6

This rune acts much the same as fire resistance, only it lessens wounds caused by cold.

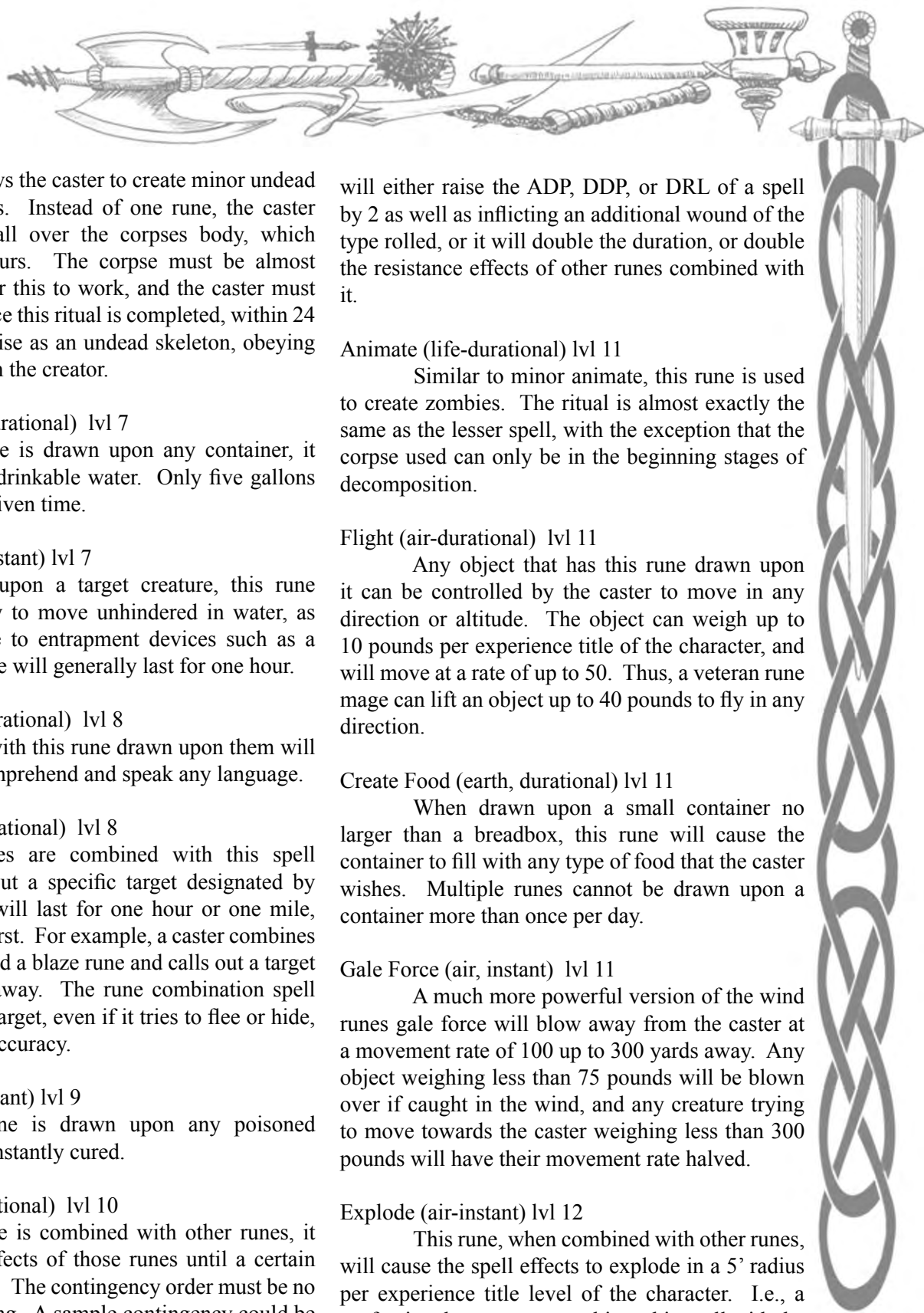
Lightning Resistance (air-durational) lvl 6

This rune acts much the same as fire resistance, only it lessens wounds caused by electricity.

Harden (earth-durational) lvl 6

When drawn upon any object, this rune will raise the hardness of the object by about 50%. Glass becomes less breakable, leather becomes less resilient, etc. If drawn upon armor, this will effectively raise the base DDP of the armor by 2. This rune will last one hour per experience title of the caster. Thus, a veteran rune mage could have this spell last up to four hours.

Minor Animate (life-durational) lvl 7



This rune allows the caster to create minor undead skeletons from corpses. Instead of one rune, the caster must draw the rune all over the corpses body, which usually takes 8-10 hours. The corpse must be almost completely decayed for this to work, and the caster must not be interrupted. Once this ritual is completed, within 24 hours the corpse will rise as an undead skeleton, obeying simple commands from the creator.

Create Water (water-durational) lvl 7

When this rune is drawn upon any container, it will begin to fill with drinkable water. Only five gallons can be created at any given time.

Free Movement (air-instant) lvl 7

When drawn upon a target creature, this rune grants them the ability to move unhindered in water, as well as being immune to entrapment devices such as a spider's web. This rune will generally last for one hour.

Comprehend (earth-durational) lvl 8

Any creature with this rune drawn upon them will be able to instantly comprehend and speak any language.

Seeking Rune (life-durational) lvl 8

Whatever runes are combined with this spell will unerringly seek out a specific target designated by the caster. The rune will last for one hour or one mile, whichever is reached first. For example, a caster combines this rune with a gust and a blaze rune and calls out a target a few hundred yards away. The rune combination spell will then seek out the target, even if it tries to flee or hide, striking it with 100% accuracy.

Cure Poison (earth-instant) lvl 9

When this rune is drawn upon any poisoned creature, they will be instantly cured.

Contingency (life-durational) lvl 10

When this rune is combined with other runes, it will delay the spell effects of those runes until a certain contingency is reached. The contingency order must be no more than 10 words long. A sample contingency could be "Detonate when an orc passes over."

The contingency rune will last until set off or destroyed. Many of these runes are carved, prolonging their life.

Spell Focus (life-instant) lvl 10

This rune may have one or more enhancements to a rune combination. When combined with other runes, it

will either raise the ADP, DDP, or DRL of a spell by 2 as well as inflicting an additional wound of the type rolled, or it will double the duration, or double the resistance effects of other runes combined with it.

Animate (life-durational) lvl 11

Similar to minor animate, this rune is used to create zombies. The ritual is almost exactly the same as the lesser spell, with the exception that the corpse used can only be in the beginning stages of decomposition.

Flight (air-durational) lvl 11

Any object that has this rune drawn upon it can be controlled by the caster to move in any direction or altitude. The object can weigh up to 10 pounds per experience title of the character, and will move at a rate of up to 50. Thus, a veteran rune mage can lift an object up to 40 pounds to fly in any direction.

Create Food (earth, durational) lvl 11

When drawn upon a small container no larger than a breadbox, this rune will cause the container to fill with any type of food that the caster wishes. Multiple runes cannot be drawn upon a container more than once per day.

Gale Force (air, instant) lvl 11


A much more powerful version of the wind runes gale force will blow away from the caster at a movement rate of 100 up to 300 yards away. Any object weighing less than 75 pounds will be blown over if caught in the wind, and any creature trying to move towards the caster weighing less than 300 pounds will have their movement rate halved.

Explode (air-instant) lvl 12

This rune, when combined with other runes, will cause the spell effects to explode in a 5' radius per experience title level of the character. I.e., a professional rune mage combines this spell with the blaze and gust runes. When the blaze rune reaches its target, it will explode in a 25' radius, causing damage to all within that area.

Lightning strike (air-instant) lvl 13

This rune must be drawn outdoors in order for it work properly. Once completed, the rune will streak towards the clouds, causing them to darken



dramatically. At the beginning of the next round, a lightning bolt will strike down at a targeted creature by the caster, up to 500 yards away. This lightning bolt will have a bonus +1 ADP for every experience title level of the caster, and will have an DRL of 14. For example, an elite rune mage draws this rune, and when the next round starts, a lightning bolt will strike down at a vampire that the mage has targeted. The mage would roll to hit with an ADP of 13 (base 7 + 6 for level), and if successful, would roll damage with an DRL of 14.

Rain Storm (water-durational) lvl 13

This rune must also be drawn only while outdoors. When completed, it will streak to the sky and cause clouds to begin raining. This rain will cover an area 10 yards in diameter for every experience title level of the caster, for a duration of one hour.

Shape Illusion (air-durational) lvl 14

When drawn upon the forehead of any intelligent creature, that creature can bend the light waves around them, in effect causing them to appear as if they have changed physically. Only minor changes will have an effect, such as changing the character's race, sex, or age. The character cannot take the form of another species. The rune will remain until wiped off, and the character can change their appearance at will while during this time.

Protection (life-durational) lvl 15

Any creature with this rune drawn upon them will have any wound received reduced by one category for as long as the rune remains. The duration of this rune is 1 hour before fading, but it can be wiped off earlier. Multiple runes of the same type cannot be used on the same creature.

Major Animate (life-durational) lvl 16

Similar to the other animate rune spells, this rune allows the caster to create a ghoul or mummy when completed.

Immovability (earth-durational) lvl 17

When this rune is drawn upon a target creature, and they remain in contact with the ground, they cannot be moved against their will. No force can lift, push, or pull the creature. It should be noted, however, that if a large force runs into the character, inertia will still have an effect, and can be disastrous for the character.

Freeze (water-durational) lvl 18

When this rune is placed upon an object, it will instantly become frozen solid. Any object weighing up to 25 pounds per experience title level will be affected. If used upon a creature, they may attempt a luck check at a +10 bonus to resist the effects.

Tornado (air-durational) lvl 18

When completed, this rune will instantly turn into a swirling tunnel of air. The tornado will have a radius of 5' per experience title level, and will move any desired direction at a rate of 50, up to 500 yards away. Any object weighing less than 100 pounds per caster experience title level will be picked up into the air. Thus, an elite mage would create a tornado 30' radius, picking up any object 600 pounds or less. This spell will last 1 minute per experience title of the character.

Snowstorm (water-instant) lvl 19

This rune, when completed, will instantly turn into a blizzard of snow up to 25' radius per character experience title level. Any creature caught in the storm will become blinded and may lose their footing if a luck check is not made.





Regenerate (life-durational) lvl 20

Any creature that has this rune on them will heal from wounds much faster than normal. All surface wounds are healed after one minute, moderate wounds after 10 minutes, deep wounds after 30 minutes, incapacitating wounds after 1 hour, and severe wounds after 2 hours. This rune will also grow back lost limbs, and will remain on the character for 2d6 hours. Only one regeneration rune can be used on a creature per day.

Inferno (fire-instant) lvl 21

This rune will turn into a 4' tall ball of fire, than if used in combat, will have an DRL of 12

Rune Trap (any-durational) lvl 22

When the caster draws this rune upon the ground, she must then decide what elemental effect the rune trap will have: fire, ice, electricity, or negative energy. This rune will last until some creature crosses over it, at which point it will explode in the type of elemental magic selected. This explosion will be in a 5' radius, and will have an DRL of 10.

Flesh to Stone (earth-durational) lvl 23

Any creature that his this rune drawn upon them must make a luck check, or be permanently changed to stone.

Stone to Flesh (earth-durational) lvl 23

The cure to the above spell, when this rune is drawn upon a stone creature, the creature will revert to its normal fleshy self.

Life Drain (life-instant) lvl 24

Any creature struck by this rune will suffer damage equal to an DRL of 8. Once the damage is inflicted, the caster will heal one wound of the exact type inflicted, if applicable. For example, a master rune mage has suffered a deep and two moderate wounds. She casts this rune and successfully hits a creature. She rolls damage in accordance with an DRL of 8, and inflicts a moderate wound upon her target. She then immediately erases one of her own moderate wound tally marks.

Slaying Rune (life-instant) lvl 25

If the caster is successful in striking a creature with this rune, the creature must make a luck check or instantly die.

Golem (earth-durational) lvl 26



These runes are used to animate golems as described in the *Creature Catalog*. Construction will take one week per DA level of the golem created, and costs approximately 10000 gold to complete. Once created, the golem will obey simple commands from the caster only.

Permanency (life-durational) lvl 30

When combined with other temporary rune effects, this rune will make those effects become permanent. I.e., a permanency rune combined with a protection rune will grant the recipient a permanent reduction in wound categories. Please note that this spell is not stackable with the same runes. Using the example above, a caster could not cast multiple protection runes on someone to keep reducing their wounds.

Shapechange (all-durational) lvl 31

This rune, when drawn upon the caster, will change them and all of their gear into a desired elemental form: water, vapor, flame, earth, or blood. This effect will last for up to one hour, but the caster and GM may want to be careful when this spell is used. A flame form will probably combust any object that the player touches, a vapor form won't



allow the character to pick up objects, etc. Also note that once a form is chosen, it cannot be changed into another form.

Earthquake (earth-instant) lvl 32

This rune will create a rip to open in the earth, destroying any structure caught in its path. This fissure will be 25 yards long and 10 yards wide per character experience level. Thus, a master rune mage would create an earthquake 175 yards long by 70 yards wide.

Master Animate (life-durational) lvl 34

The most powerful of the animate spells, this spell allows the caster to create a vampire or specter. Either of these undead are intelligent, and may hold resentment towards the creator. Regardless if the undead is friendly towards their creator or not, they will be unable to harm them. Please note that the caster does not have control over these undead as they do with the other forms.

Soul Trap (life-permanent) lvl 40

This extremely powerful rune was designed to make the caster semi-immortal. When the rune is drawn upon a gem of no less than 1000 gold in value, the caster's soul will be instantly trapped inside the gem. The caster can still control the body with no noticeable change as long as the gem is within 5' of the body at all times. Once the gem is separated by more than 5 feet, the body will become inanimate. The caster's soul will still be in the gem, and will still be conscious of the outside world, but will be unable control the host body.

While in the gem, the caster will be immune to the pain and trauma effects of all types of physical damage. The character could literally take 100 arrows to the chest and still act with little noticeable effect. The body will still take the damage, however, and severe wounds, such as a broken limb, will still be a hindrance. I.e., if the body suffers a broken leg, then the body will have its movement reduced accordingly. However, the character will suffer no damage. It must be noted however, that the body will heal wounds at one half the normal rate. Players must keep this in mind. Even though their character will still be alive in the gem, the body may be mutilated, which would cause quite a reaction in public, naturally. The only way to kill the character is to destroy the gem, which can withstand damage

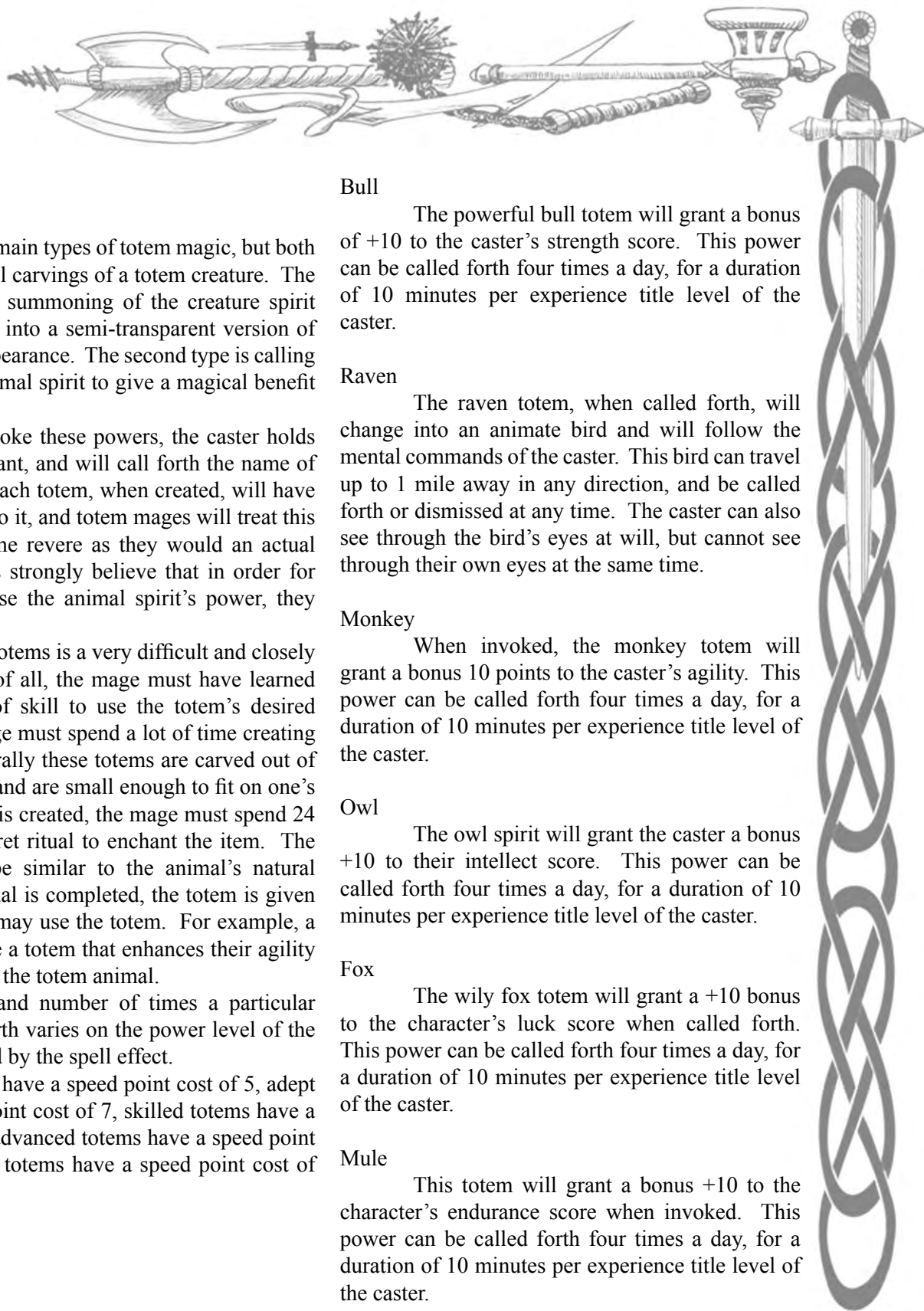
equal to a DA rating of 15 before shattering.

The other notable ability of this spell is that the caster can 'jump' bodies if his original body is destroyed. I.e., if the host body is destroyed or mutilated, the caster has the choice of jumping into another body. The victim of the new body must be within 10 feet of the gem, and is entitled a luck check to avoid being taken over. If the jump does not succeed, no further attempts may ever be made to that target.

If the jump is successful, then the character will take over the new body as if it were their own. The character's strength, endurance, and agility attributes will be that of the new body, while skills, intellect, and luck will remain that of the original character's.



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TOTEM

There are two main types of totem magic, but both involve the use of small carvings of a totem creature. The first type is the actual summoning of the creature spirit itself, which manifests into a semi-transparent version of it's normal creature appearance. The second type is calling forth aspects of the animal spirit to give a magical benefit to the caster.

In order to invoke these powers, the caster holds forth the totem they want, and will call forth the name of the totem they hold. Each totem, when created, will have a specific name given to it, and totem mages will treat this new item with the same reverence as they would an actual animal. Totem casters strongly believe that in order for them to continue to use the animal spirit's power, they must respect the totem.

Creating new totems is a very difficult and closely guarded secret. First of all, the mage must have learned a high enough level of skill to use the totem's desired powers. Next, the mage must spend a lot of time creating the totem itself. Generally these totems are carved out of wood, ivory, or stone, and are small enough to fit on one's hand. Once the totem is created, the mage must spend 24 straight hours in a secret ritual to enchant the item. The power desired must be similar to the animal's natural abilities. Once the ritual is completed, the totem is given a name and the caster may use the totem. For example, a mage wanting to create a totem that enhances their agility might use a monkey as the totem animal.

The duration and number of times a particular totem can be called forth varies on the power level of the totem, and as described by the spell effect.

Novice totems have a speed point cost of 5, adept totems have a speed point cost of 7, skilled totems have a speed point cost of 9, advanced totems have a speed point cost of 11, and master totems have a speed point cost of 15.

Novice Totems:

Armadillo

The armadillo totem, when called forth, will cause the caster's skin to begin to shimmer and appear slightly scaled. This power will grant an additional +1 to the caster's DDP while in effect. The armadillo's power can only be called forth twice a day, for a duration of one hour per experience title level of the caster.

Bull

The powerful bull totem will grant a bonus of +10 to the caster's strength score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Raven

The raven totem, when called forth, will change into an animate bird and will follow the mental commands of the caster. This bird can travel up to 1 mile away in any direction, and be called forth or dismissed at any time. The caster can also see through the bird's eyes at will, but cannot see through their own eyes at the same time.

Monkey

When invoked, the monkey totem will grant a bonus 10 points to the caster's agility. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Owl

The owl spirit will grant the caster a bonus +10 to their intellect score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Fox

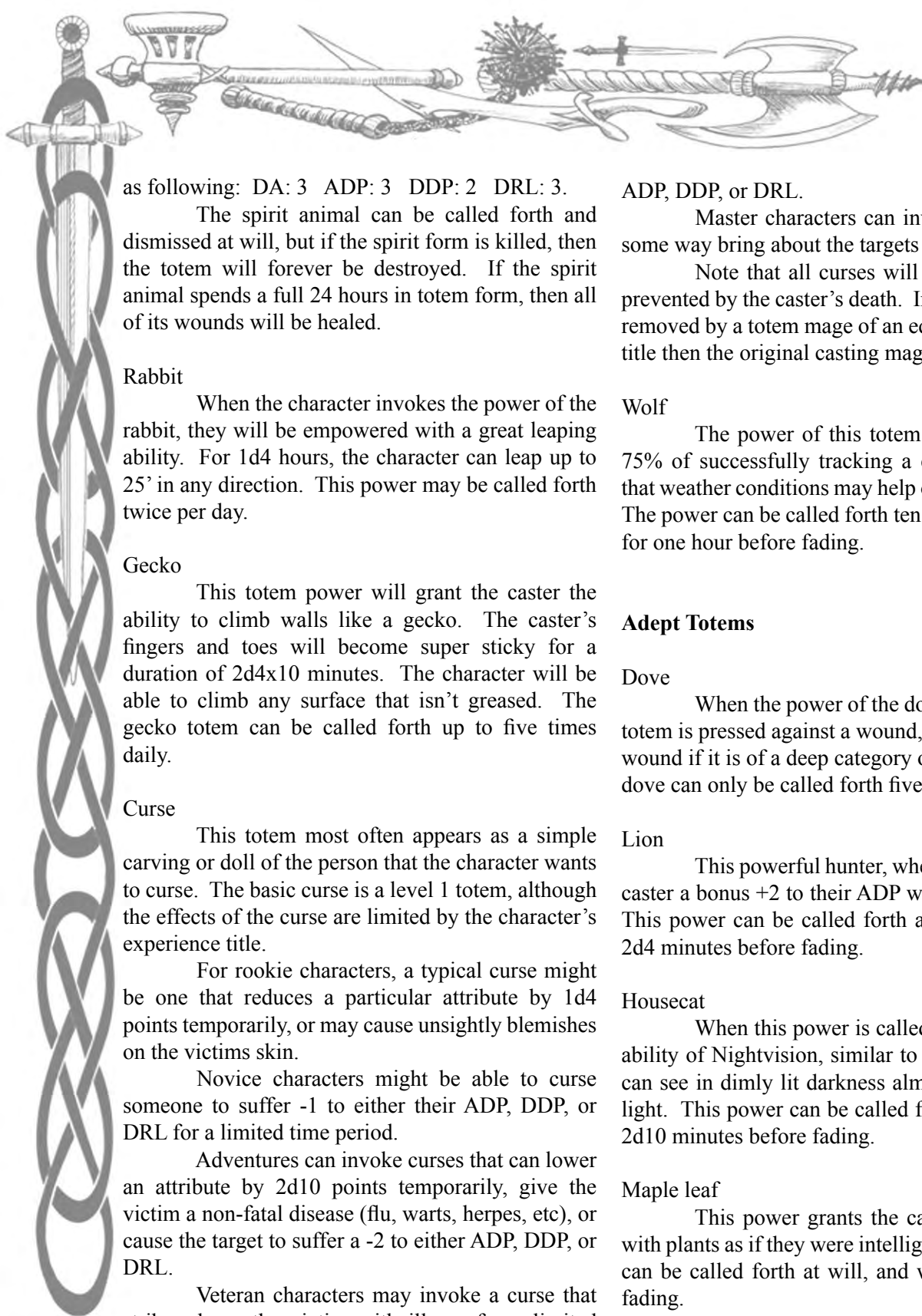
The wily fox totem will grant a +10 bonus to the character's luck score when called forth. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Mule

This totem will grant a bonus +10 to the character's endurance score when invoked. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Spirit pet

This power is one that calls forth a spirit form of the creature to act as a companion to the caster. The animal appears just like their normal animal description, except that they have no color and are semi-transparent. The animal can be of any species, but no larger than a large dog. The attributes for this animal, regardless of species, are



as following: DA: 3 ADP: 3 DDP: 2 DRL: 3.

The spirit animal can be called forth and dismissed at will, but if the spirit form is killed, then the totem will forever be destroyed. If the spirit animal spends a full 24 hours in totem form, then all of its wounds will be healed.

Rabbit

When the character invokes the power of the rabbit, they will be empowered with a great leaping ability. For 1d4 hours, the character can leap up to 25' in any direction. This power may be called forth twice per day.

Gecko

This totem power will grant the caster the ability to climb walls like a gecko. The caster's fingers and toes will become super sticky for a duration of 2d4x10 minutes. The character will be able to climb any surface that isn't greased. The gecko totem can be called forth up to five times daily.

Curse

This totem most often appears as a simple carving or doll of the person that the character wants to curse. The basic curse is a level 1 totem, although the effects of the curse are limited by the character's experience title.

For rookie characters, a typical curse might be one that reduces a particular attribute by 1d4 points temporarily, or may cause unsightly blemishes on the victims skin.

Novice characters might be able to curse someone to suffer -1 to either their ADP, DDP, or DRL for a limited time period.

Adventures can invoke curses that can lower an attribute by 2d10 points temporarily, give the victim a non-fatal disease (flu, warts, herpes, etc), or cause the target to suffer a -2 to either ADP, DDP, or DRL.

Veteran characters may invoke a curse that strikes down the victim with illness for a limited time period. This illness cannot be fatal, but will incapacitate the victim.

Professional characters can reduce an attribute by 2d20 points, or make the target suffer a -3 to either ADP, DDP, or DRL.

Elite characters can invoke a curse that can either hideously disfigure the victim for long periods of time, or temporarily cause a penalty of -4 to either

ADP, DDP, or DRL.

Master characters can invoke a curse that will in some way bring about the targets death within 1d4 weeks.

Note that all curses will cease to exist or can be prevented by the caster's death. In addition, a curse can be removed by a totem mage of an equal or higher experience title then the original casting mage.

Wolf

The power of this totem grants the caster a base 75% of successfully tracking a creature(s). Please note that weather conditions may help or hinder this percentage. The power can be called forth ten times a day, and will last for one hour before fading.

Adept Totems

Dove

When the power of the dove is called forth and the totem is pressed against a wound, it will instantly heal that wound if it is of a deep category or less. The power of the dove can only be called forth five times a day.

Lion

This powerful hunter, when invoked, will grant the caster a bonus +2 to their ADP while the spell is in effect. This power can be called forth at will, but will last only 2d4 minutes before fading.

Housecat

When this power is called forth, the caster has the ability of Nightvision, similar to a dwarfs. The character can see in dimly lit darkness almost as well as in normal light. This power can be called forth at will, and will last 2d10 minutes before fading.

Maple leaf

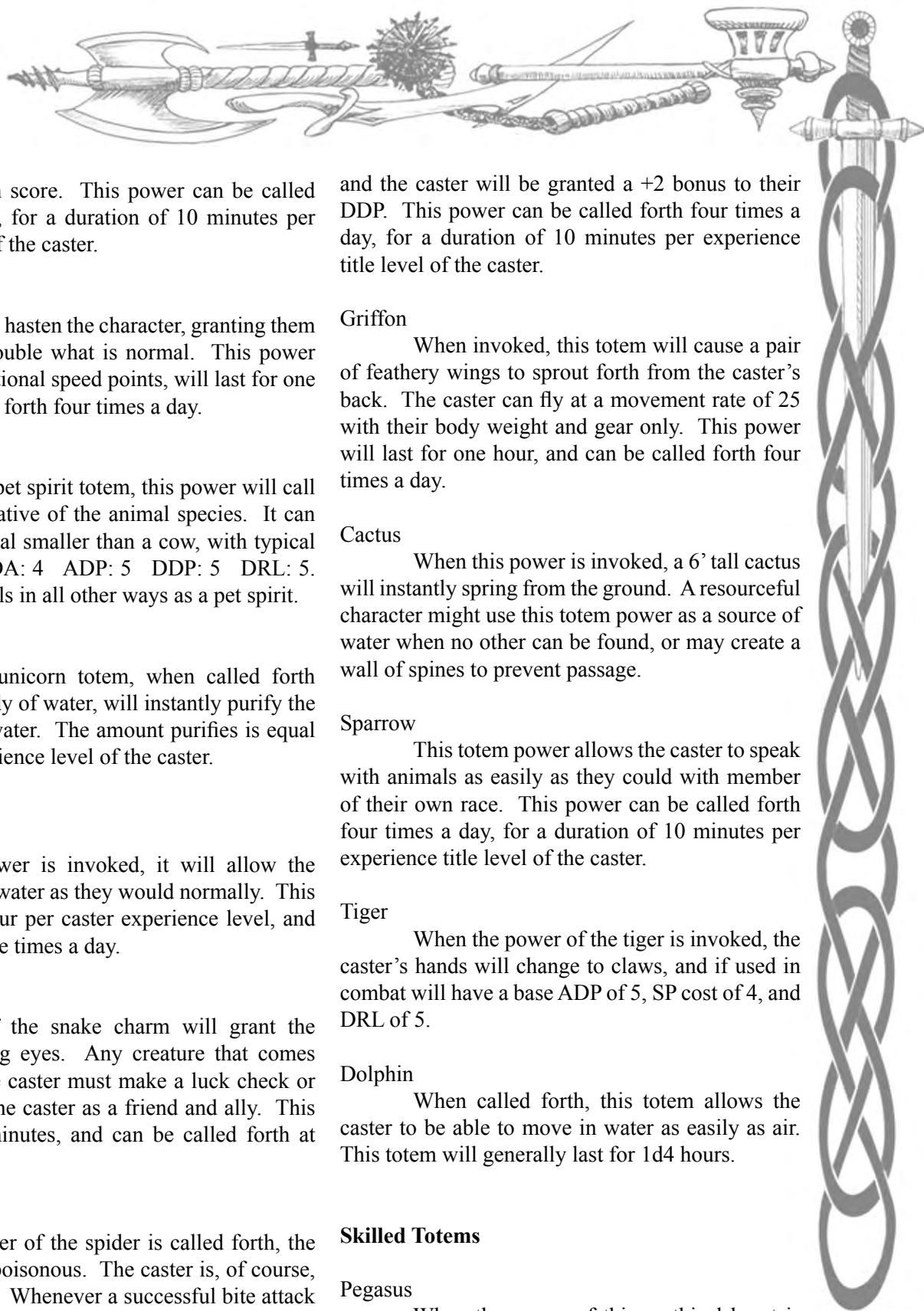
This power grants the caster the ability to speak with plants as if they were intelligent creatures. The power can be called forth at will, and will last one hour before fading.

Mandrake root

When this power is invoked, any man-sized or smaller plant that the totem touches will be revitalized to full health. This power can be called forth at will.

Bear

The mighty bear totem will grant a +15 bonus



to the caster's strength score. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Cheetah

This totem will hasten the character, granting them a movement rate of double what is normal. This power will not grant any additional speed points, will last for one hour, and can be called forth four times a day.

Spirit, familiar

Similar to the pet spirit totem, this power will call forth a spirit representative of the animal species. It can be of any normal animal smaller than a cow, with typical attributes as follows: DA: 4 ADP: 5 DDP: 5 DRL: 5. The totem acts and heals in all other ways as a pet spirit.

Unicorn

The majestic unicorn totem, when called forth and touched to any body of water, will instantly purify the source to 100% pure water. The amount purified is equal to 10 gallons per experience level of the caster.

Trout

When this power is invoked, it will allow the caster to breathe underwater as they would normally. This power lasts for one hour per caster experience level, and can be called forth three times a day.

Snake Charm

The power of the snake charm will grant the caster with hypnotizing eyes. Any creature that comes in eye contact with the caster must make a luck check or be charmed, viewing the caster as a friend and ally. This charm will last 2d6 minutes, and can be called forth at will.

Spider

When the power of the spider is called forth, the caster's bite becomes poisonous. The caster is, of course, immune to this poison. Whenever a successful bite attack (ADP 5) is made against a target, that target must make a successful luck check or suffer from the effects of the poison. This power can be called forth five times a day, and will last 1d6 rounds (minutes) before fading.

Gargoyle

When this power is invoked, the caster's skin will appear stone-like in texture. Flexibility remains the same,

and the caster will be granted a +2 bonus to their DDP. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Griffon

When invoked, this totem will cause a pair of feathery wings to sprout forth from the caster's back. The caster can fly at a movement rate of 25 with their body weight and gear only. This power will last for one hour, and can be called forth four times a day.

Cactus

When this power is invoked, a 6' tall cactus will instantly spring from the ground. A resourceful character might use this totem power as a source of water when no other can be found, or may create a wall of spines to prevent passage.

Sparrow

This totem power allows the caster to speak with animals as easily as they could with member of their own race. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Tiger

When the power of the tiger is invoked, the caster's hands will change to claws, and if used in combat will have a base ADP of 5, SP cost of 4, and DRL of 5.

Dolphin

When called forth, this totem allows the caster to be able to move in water as easily as air. This totem will generally last for 1d4 hours.

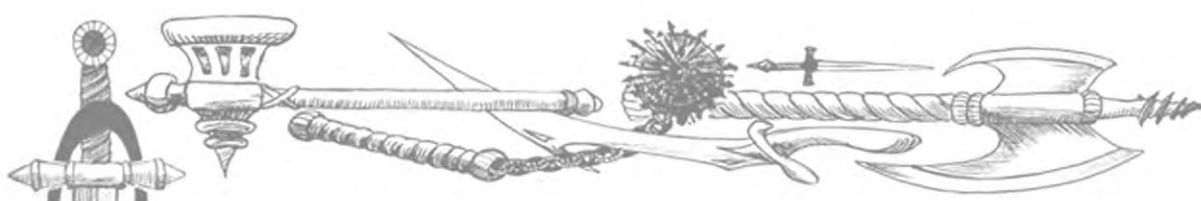
Skilled Totems

Pegasus

When the power of this mythical beast is called forth, the caster will gain the ability of flight. The caster, plus up to 500 pounds of additional weight can fly at movement rate of 50 for a duration of one hour per caster experience level. This power can be called forth five times a day.

Salamander

The power of the salamander totem will



enable the character with complete immunity to fire and heat, including a dragon's breath. This power will last for 2d10 minutes, and can be called forth up to four times daily.

Yeti

The partner to the salamander totem, the yeti totem will grant the caster complete immunity to cold and ice. This power will last 2d10 minutes, and can be called forth up to four times daily.

Viper

Unlike most totems, this is a continual power for as long as the totem is worn. While wearing a viper totem, the character is totally immune to poison.

Snake

When the snake totem is called forth, the caster gains the ability to spit poison up to a distance of 30 feet. If the attack is successful (base ADP: 7), then the target must make a luck check or suffer the effects of the poison.

Reaper

When this power is called forth, a visage of death will appear for that round. Any creature within



50 feet who sees this visage will have to make a luck check or flee in terror for 1d6 rounds (minutes). This power can be called forth once per day.

Reptile

When this small lizard totem is called forth, the caster can regrow any lost limbs that might have been severed. The caster has to be alive, of course, for this to work. The limb will instantly begin to grow back, and will become usable after one week.

Spirit Companion

The next higher level in the animal spirit category, this totem can be any creature up to the size of a large horse, and will have the following attributes: DA: 7 ADP: 8 DDP: 8 DRL: 7.

Treant

This power allows the caster to control the movement of plants. Grass can sway and grasp, trees can uproot and move, etc. The chart below will give a good idea of how much vegetation can be manipulated by experience title. This totem can be called forth at will, and will last as long as the caster maintains concentration.

XP Title	Vegetation
Rookie	10'r patch of grass
Novice	10'r small bushes
Adventurer	20' radius small bushes and vines
Veteran	Medium size tree
Professional	Large tree, or 4 smaller trees
Elite	4 larger trees
Master	10 larger trees

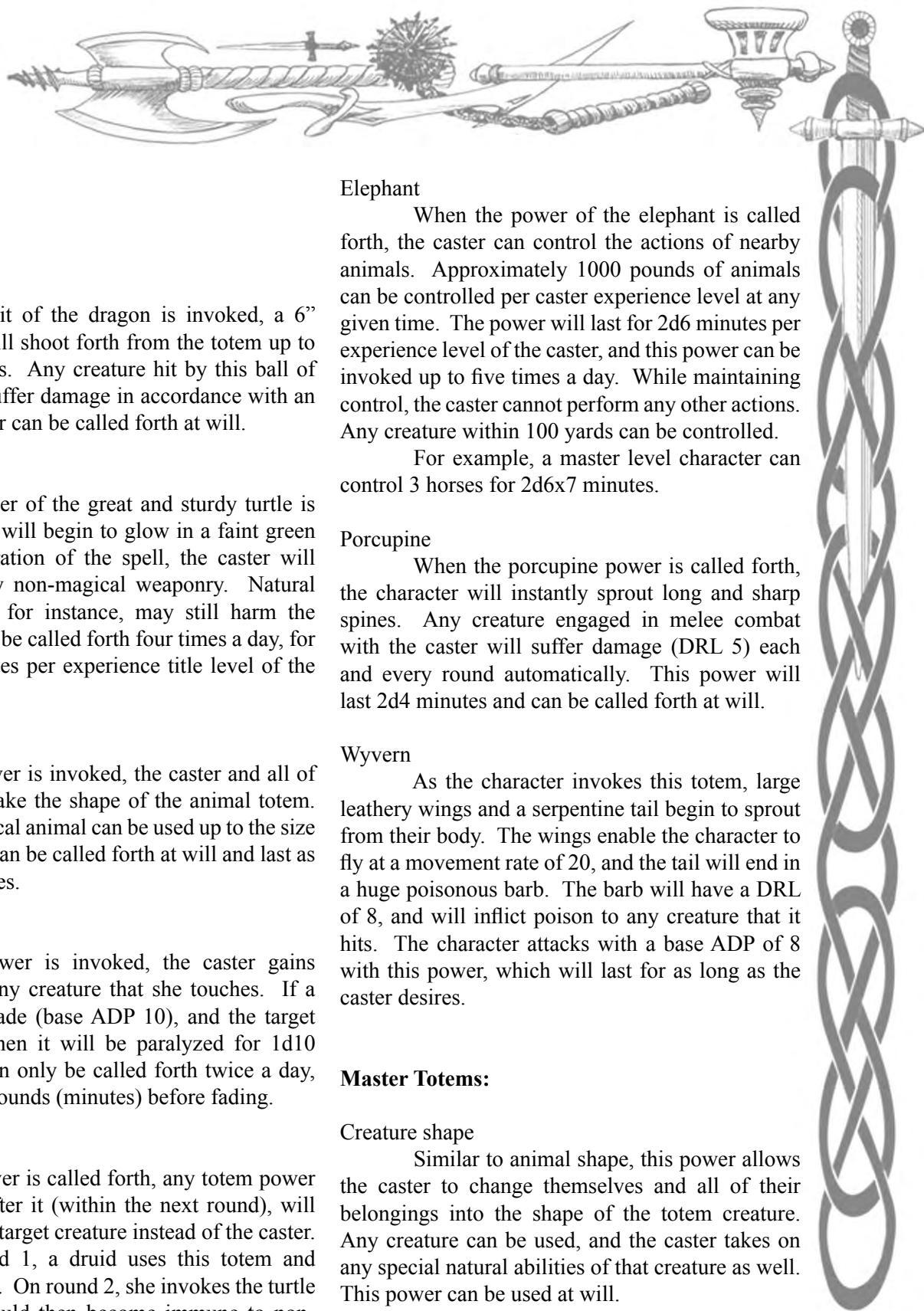
Sapling

When the sapling totem is invoked, a small, fruit bearing tree will instantly sprout from the ground, fruit ripe ready to eat.

Mole

This totem will change the arms and hands of the caster into those of a giant mole. These claws can be used to attack (DRL 7), but their main purpose is for digging. While in effect, the caster can dig through sand at a rate of 5' per minute, dirt at 2' per minute, and hard clay at 1' per minute.

This spell will last for 2d10 minutes before wearing off.



Advanced Totems

Dragon

When the spirit of the dragon is invoked, a 6" diameter ball of fire will shoot forth from the totem up to a distance of 100 yards. Any creature hit by this ball of flame (ADP 11) will suffer damage in accordance with an DRL of 13. This power can be called forth at will.

Turtle

When the power of the great and sturdy turtle is called forth, the caster will begin to glow in a faint green light. During the duration of the spell, the caster will be invulnerable to any non-magical weaponry. Natural attacks, from animals for instance, may still harm the caster. This power can be called forth four times a day, for a duration of 10 minutes per experience title level of the caster.

Animal shape

When this power is invoked, the caster and all of their belongings will take the shape of the animal totem. Any normal, non-magical animal can be used up to the size of a cow. This power can be called forth at will and last as long as the caster desires.

Basilisk

When this power is invoked, the caster gains the ability to petrify any creature that she touches. If a successful attack is made (base ADP 10), and the target fails its luck check, then it will be paralyzed for 1d10 weeks. This power can only be called forth twice a day, and will last for 2d10 rounds (minutes) before fading.

Angel

When this power is called forth, any totem power called forth directly after it (within the next round), will instead be granted to a target creature instead of the caster. For instance, on round 1, a druid uses this totem and focuses it on her buddy. On round 2, she invokes the turtle totem. Her buddy would then become immune to non-magical weaponry instead of her.

Spirit, Connected

Like the other spirit totem powers, this totem can be of any normal or magical creature up to the size of an elephant. Typical attributes are: DA: 9 ADP: 11 DDP: 11 DRL: 10.

Elephant

When the power of the elephant is called forth, the caster can control the actions of nearby animals. Approximately 1000 pounds of animals can be controlled per caster experience level at any given time. The power will last for 2d6 minutes per experience level of the caster, and this power can be invoked up to five times a day. While maintaining control, the caster cannot perform any other actions. Any creature within 100 yards can be controlled.

For example, a master level character can control 3 horses for 2d6x7 minutes.

Porcupine

When the porcupine power is called forth, the character will instantly sprout long and sharp spines. Any creature engaged in melee combat with the caster will suffer damage (DRL 5) each and every round automatically. This power will last 2d4 minutes and can be called forth at will.

Wyvern

As the character invokes this totem, large leathery wings and a serpentine tail begin to sprout from their body. The wings enable the character to fly at a movement rate of 20, and the tail will end in a huge poisonous barb. The barb will have a DRL of 8, and will inflict poison to any creature that it hits. The character attacks with a base ADP of 8 with this power, which will last for as long as the caster desires.

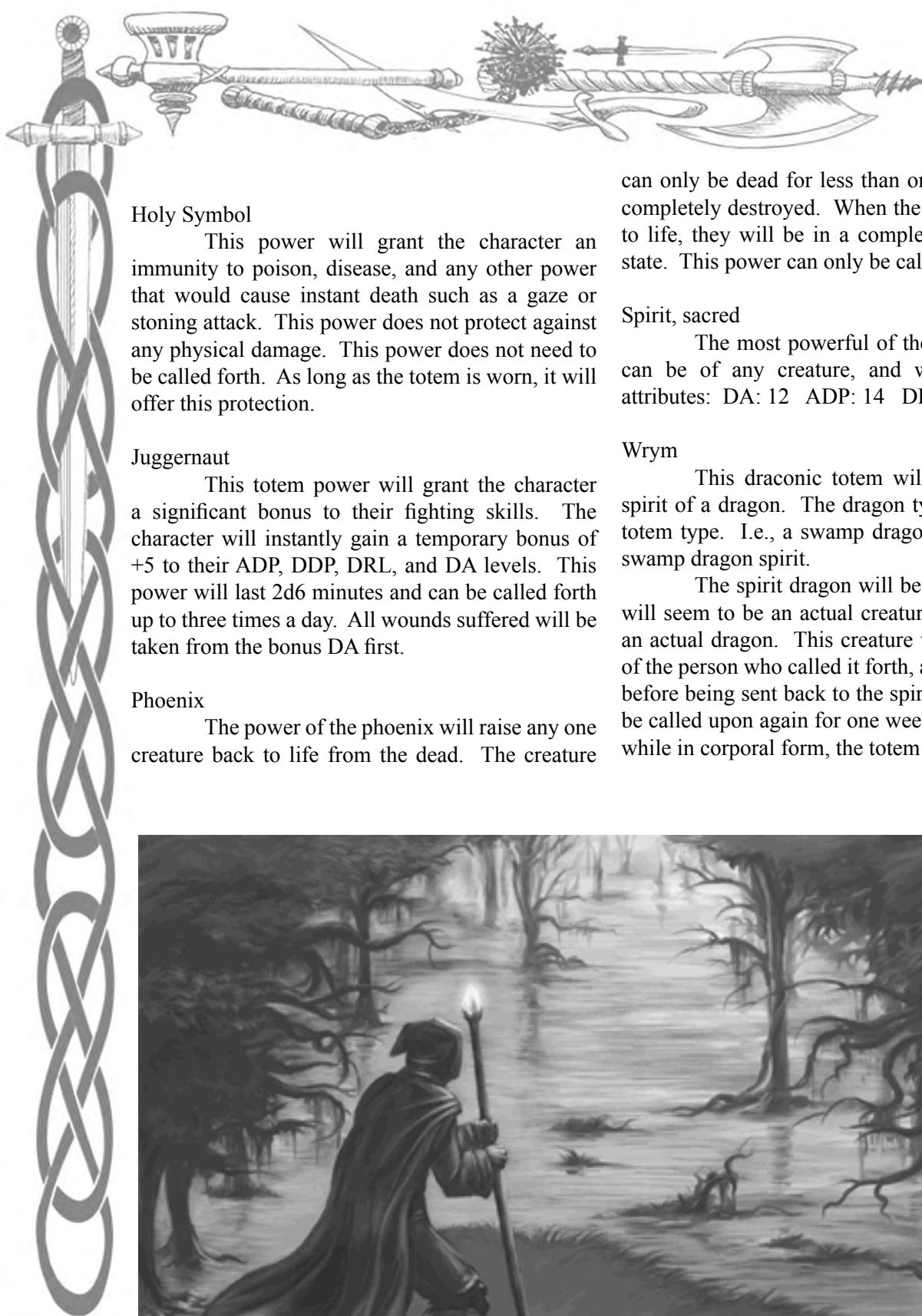
Master Totems:

Creature shape

Similar to animal shape, this power allows the caster to change themselves and all of their belongings into the shape of the totem creature. Any creature can be used, and the caster takes on any special natural abilities of that creature as well. This power can be used at will.

Gorgon

When the caster invokes this power, their gaze becomes deadly. Any creature that makes eye contact with the character, if within 50 feet, must make a luck check or be turned to stone. This power can be called forth four times a day, and will last 1d10 minutes before fading. Creatures turned to stone will remain so for 2d4 months.



Holy Symbol

This power will grant the character an immunity to poison, disease, and any other power that would cause instant death such as a gaze or stoning attack. This power does not protect against any physical damage. This power does not need to be called forth. As long as the totem is worn, it will offer this protection.

Juggernaut

This totem power will grant the character a significant bonus to their fighting skills. The character will instantly gain a temporary bonus of +5 to their ADP, DDP, DRL, and DA levels. This power will last 2d6 minutes and can be called forth up to three times a day. All wounds suffered will be taken from the bonus DA first.

Phoenix

The power of the phoenix will raise any one creature back to life from the dead. The creature

can only be dead for less than one month, and cannot be completely destroyed. When the creature is brought back to life, they will be in a completely normal and healthy state. This power can only be called forth once a week.

Spirit, sacred

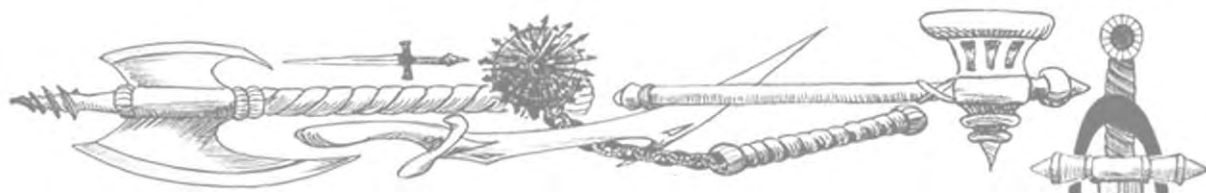
The most powerful of the spirit totem, this totem can be of any creature, and will have the following attributes: DA: 12 ADP: 14 DDP: 14 DRL: 12.

Wrym

This draconic totem will call forth the corporal spirit of a dragon. The dragon type is determined by the totem type. I.e., a swamp dragon totem will call forth a swamp dragon spirit.

The spirit dragon will be completely tangible and will seem to be an actual creature, possessing all stats of an actual dragon. This creature will obey the commands of the person who called it forth, and will remain for 1 day before being sent back to the spirit world, where it cannot be called upon again for one week. If the dragon is killed while in corporal form, the totem will also shatter.





CHANNELING MAGIC

Of the different types of magical arts, channeling is the most common. It can be cast without the need of any other specific items unlike totem magic, it is faster to invoke the spell effect unlike rune magic, and it can be learned by anyone unlike mental magic. It's for these reasons that finding a master to study under is more easily accomplished.

Channeling is not without drawbacks however, as not only is a user limited to the spell types by the level of experience they have in the skill, but they are also limited in how they can invoke the powers of these spells. Channeling spells are some of the most powerful spells in a wizard's repertoire, but have some of the harshest restrictions. In order to effectively channel the magical energies around them, casters of this magic must be able to make incantations and elaborate semantic gestures. Because unhindered range of motion is required, a mage cannot cast any channeling spell while being bound in any way or if encumbered in any armor heavier than light rated. In addition, the speed point cost of channeling spells are as follows: level 1 spells cost 6 speed points, level 2 spells cost 8 speed points, level 3 spells cost 10 points, level 4 spells cost 13 points, and level 5 spells cost 17 speed points to cast.

Level 1 Spells:

Minor Illusion

The caster may create any visual illusion of up to 10 feet in height/width/depth per experience title of the character. This illusion will be visual only, with no auditory, thermal, or smell to it whatsoever. The caster must maintain concentration during the entire duration, or the illusion will fade.

The illusion also cannot effect any object physically or cause harm by itself.

Magic Shield

When this spell is cast, a 3 foot wide magical shield will appear in front of the caster. This shield will move on its own accord to help block attacks directed at the mage, and does not need the mage to concentrate for its upkeep. The shield, often appearing as transparent with a slight glow, also does not need the caster to wield it, allowing both arms of the caster to remain free.

While in effect, this shield will raise the base DDP of the caster by 1d4 points for a duration of 1d6 rounds per caster experience title level.

Light

One of the more simpler spells, this power creates a small globe of light in the palm of the caster. The light has the brightness of a torch, but does not emit heat. The globe of light will remain for 1d4 hours, or until dispelled by the caster.

Energy Whip

This spell creates a 15' long tendril of magical energy to appear in one of the caster's hands. This eerily glowing whip will remain until dispelled, and can be used in combat with a base DRL of 4. The base ADP of the whip is equal to the highest ADP level of an existing weapons skill that the caster already possesses. I.e., a caster with *skilled thrown missile* invokes this spell with a base ADP of 5.

Drowsy

When this spell is cast, the mage chooses up to as many targets equal to their XP title level up to a range of 100 meters. Each target selected must make a luck check or immediately fall asleep for 3d6 minutes or until woken up.

Heat Object

When invoked, this spell will allow the caster to choose one item per XP title level (up to 200 lbs per item) to heat up. The item(s) chosen will begin to heat at a rate of 10 degrees F every round to a maximum temperature of 200 degrees. This spell will last as long as the caster maintains concentration.

If used on armor that is being worn, the creature wearing the armor will suffer 1 minor wound per round that the armor remains heated as soon as the armor reaches a temperature of 160 degrees.

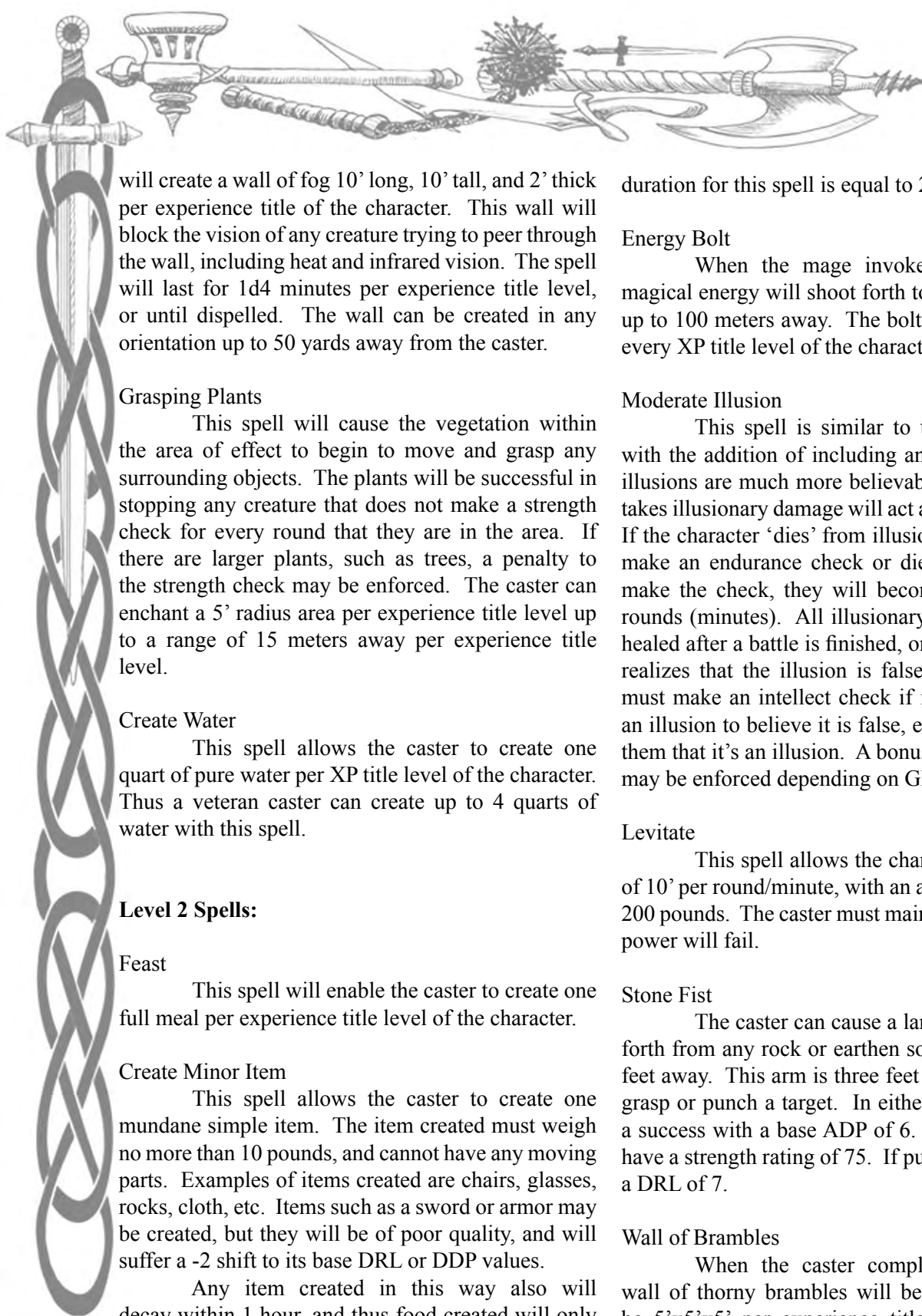
Spike Shower

Upon completion of this spell, the caster conjures one large spike per experience title level to appear hovering in front of them. The spike(s) will then streak towards a selected target up to 30 feet away, attacking with an ADP of 3 and DRL of 4. Each spike will disappear at the end of the round.

Wall of Fog

When the caster completes this spell, they





will create a wall of fog 10' long, 10' tall, and 2' thick per experience title of the character. This wall will block the vision of any creature trying to peer through the wall, including heat and infrared vision. The spell will last for 1d4 minutes per experience title level, or until dispelled. The wall can be created in any orientation up to 50 yards away from the caster.

Grasping Plants

This spell will cause the vegetation within the area of effect to begin to move and grasp any surrounding objects. The plants will be successful in stopping any creature that does not make a strength check for every round that they are in the area. If there are larger plants, such as trees, a penalty to the strength check may be enforced. The caster can enchant a 5' radius area per experience title level up to a range of 15 meters away per experience title level.

Create Water

This spell allows the caster to create one quart of pure water per XP title level of the character. Thus a veteran caster can create up to 4 quarts of water with this spell.

Level 2 Spells:

Feast

This spell will enable the caster to create one full meal per experience title level of the character.

Create Minor Item

This spell allows the caster to create one mundane simple item. The item created must weigh no more than 10 pounds, and cannot have any moving parts. Examples of items created are chairs, glasses, rocks, cloth, etc. Items such as a sword or armor may be created, but they will be of poor quality, and will suffer a -2 shift to its base DRL or DDP values.

Any item created in this way also will decay within 1 hour, and thus food created will only temporarily sate the hunger pains, it will not offer nourishment.

Darkness

When the mage casts this spell, a globe of darkness will envelope an area 15' in diameter up to a range of 100 feet away. This darkness will be absolute, and no light will be able to penetrate it. The

duration for this spell is equal to 2d8 rounds (minutes).

Energy Bolt

When the mage invokes this spell, a bolt of magical energy will shoot forth towards a target of choice up to 100 meters away. The bolt has a base ADP of 2 for every XP title level of the character and a base DRL of 9.

Moderate Illusion

This spell is similar to the minor illusion spell, with the addition of including an auditory aspect. These illusions are much more believable, and any creature that takes illusionary damage will act as if the damage was real. If the character 'dies' from illusionary damage, they must make an endurance check or die for real. Even if they make the check, they will become unconscious for 1d8 rounds (minutes). All illusionary damage is immediately healed after a battle is finished, or as soon as the character realizes that the illusion is false. However, a character must make an intellect check if involved in combat with an illusion to believe it is false, even if someone else tells them that it's an illusion. A bonus or penalty to this check may be enforced depending on GM discretion.

Levitate

This spell allows the character to levitate at a rate of 10' per round/minute, with an additional weight of up to 200 pounds. The caster must maintain concentration or the power will fail.

Stone Fist

The caster can cause a large arm and fist to sprout forth from any rock or earthen source up to a range of 75 feet away. This arm is three feet long, and can be used to grasp or punch a target. In either case, the attack will be a success with a base ADP of 6. If grasping, the fist will have a strength rating of 75. If punching, the fist will have a DRL of 7.

Wall of Brambles

When the caster completes this spell, a large wall of thorny brambles will be created. The wall will be 5'x5'x5' per experience title level of the character, and can be created in any orientation up to 50 yards away. Any creature caught in the brambles or that tries to move through the brambles will suffer a minor wound each round they are exposed. The wall will last indefinitely or until destroyed or dispelled.

Dagger Shower

An improved version of spike shower, this spell



will create one dagger per experience title level of the character to appear. These daggers will streak towards a target up to 75 feet away, attacking with an ADP of 5 and DRL of 6.

Level 3 Spells;

Acid Mist

The caster can create a cloud of acidic fog 15' radius by 2' thick per experience title level of the character, and can be created up to 50 yards away. This cloud is heavier than air, and will sink in a depression. Any creature in this cloud will suffer damage equal to a DRL of 8 for each round of exposure. The cloud itself will last for 1d4 +1 rounds per experience title level of the caster.

Minor Blizzard

This spell will create a blizzard of hail and snow to begin to pelt an area of up to 50' in diameter, at a range of up to 100 meters away. The blizzard will last for as long as the caster maintains concentration. Any creature caught in this blizzard is blinded by the snow and must make a successful agility check every round or fall to the ground. It is also impossible to effectively use a missile weapon or cast as spell when caught in a blizzard.

Create Major Item

This spell is almost identical to *create minor item*, with the exception that the item will last for 2d4 months before decaying, and any weapon or armor created in this way will be the same quality of normal weapons and armor.

Meld Plants

This spell allows the caster to alter the shape of vegetation into any desired shape. Up to one plant the size of a 20' tree can be shaped per XP title level of the character.

Illusion, Major

This spell is similar to the other illusion spells, with the addition of having thermal and smell aspects. These illusions are much harder to disbelieve, and the character must make an intellect check at -15 in order to successfully disbelieve them. Note that the character must have a reason to attempt to disbelieve the spell, such as someone else telling them it is false.

Flight

This spell allows the character, plus an additional

200 pounds of weight, to fly in any direction up to a movement rate of 40. This spell will last for 10 minutes per XP title level of the caster.

Enhanced Magic Shield

A more powerful version of *magic shield*, this shield will also move behind the caster if needed, offering protection of a bonus +6 to the caster's DDP while in effect. This spell will last for 2d4x10 rounds/minutes on its own without caster concentration, or for indefinitely with caster concentration.

Blade Shower

Another improved version of spike shower, this spell will conjure 1 two foot long blade per experience title level of the caster. The blades will streak towards a designated target(s), attacking with an ADP of 9 and DRL of 10.

Level 4 Spells:

Energy Ball

When this power is invoked, a glowing ball of energy will shoot forth towards a target area of up to 100 meters away. Once it reaches its destination, the ball will explode in a flash of magical energy. All creatures caught within this 25' diameter must defend against an ADP of 12. All creatures who fail this defense will suffer damage equal to an DRL of 15. All creatures who make their defense will still suffer a minor wound.

Dome of Shielding

When the caster completes casting this spell, a translucent dome of energy 15' radius will surround the caster. All within the dome will be protected from any item trying to enter the dome. The wall of energy works both ways, preventing any item or spell from entering or leaving the dome while in effect. The only thing that the wall will let through is air. This spell will last for as long as the caster maintains concentration.

Meld Stone

This spell allows the caster to shape stone into any desired shape. Up to a 5'x5'x5' block of stone per caster XP title level can be shaped with this spell. Each 1' cube of stone will take one round to shape.



Summon Weather

This spell must be cast outside. Within 1d6 minutes, the weather will begin to change to that of the caster's desired type. Thus, a caster can change a sunny day into an overcast and rainy day. This power will last for 10 minutes per XP title level of the caster before the weather will revert back to its normal type.

Ice Shower

Similar to the *blizzard* spell, with all of the same effects, this spell also has some terrifying additional properties. This spell has a diameter of up to 75' and can be cast out to a range of up to 150 meters. In addition to the blinding effects of a blizzard, this spell also rains down sharp ice shards that have an ADP of 10 and an DRL of 9. Any creature in this shower must defend every round or take damage. This spell will last until the caster ceases concentration.

Teleport

This spell allows the mage, and all the items carried by the mage, to instantly be transported to another location. This spell is instantaneous, but the target location must be within sight of the mage when the spell is cast.

Shapechange, Minor

This spell allows the mage to transform their body into that of another object. Any object may be chosen that is up to 100 lbs in weight for every XP title level of the caster. The caster cannot change their shape into that of another creature, and this spell will last for only 2d10 minutes/rounds.

Shadow Summoning

Unlike the various illusion spells, any creature created by this spell will actually have a semblance of realism to it. The caster may create any known creature of up to 10' long/tall per caster XP title level. This creature will look exactly the same as a real version of itself, but will be half as powerful (in regards to DRL, ADP, DA lvl, and DDP), and is controlled by the caster. Concentration is not necessary to maintain this spell, which will expire in 2d10 rounds/minutes.

Fire Shower

This spell will create a shower of dripping

flame to rain down on a target area. The area of effect is 30' radius with a range of 150 meters. Any creature in this area will have to defend against a base ADP of 14, and if struck, will suffer damage equal to an DRL of 13. This spell will only last one round, but will ignite any flammable object in the area.

Lightning Storm

This spell will call down 1 lightning bolt per experience title level of the character to strike a target creature. The caster can select a target within a 1 mile radius as long as the target is within visual range. Each bolt will have a base ADP of 13 and will inflict damage equal to a DRL of 11.

Tornado

This spell will create a tornado 2' wide by 50' tall for every XP title level of the character. The tornado can be controlled by the caster to move at a rate of 35 with a range of up to one mile. The tornado has a SDRL rating of 2 and can lift 100 pounds for each experience title of the caster. Thus a master character can create a 14'x350' tall tornado that would lift up to 700 pounds and would have an SDRL of 14.

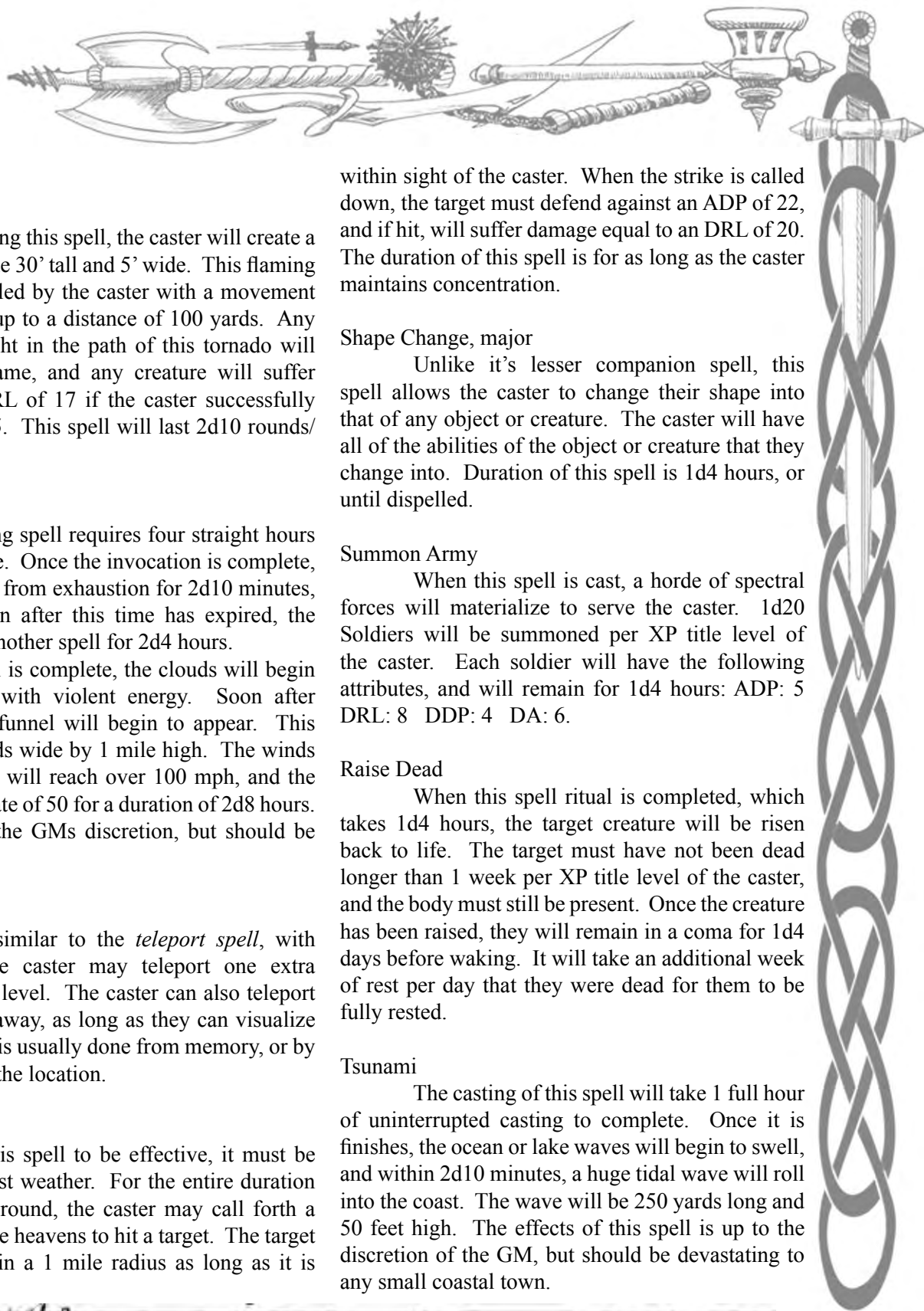
Shower of Swords

The ultimate improvement over spike shower, this spell will create two swords per experience title level of the caster. Each sword can attack a separate target up to 125 feet away, streaking towards them with an ADP of 10 and DRL of 15.

Level 5 Spells:

Acid Rain

The caster must spend a full 10 minutes of continuous casting to call forth this spell. When completed, this terrifying spell will cause the sky above to cloud over in a dark greenish maelstrom. 1d4 rounds after completion, the acid will begin to rain down, scorching anything it touches. The acid rain cloud will cover an area 1 mile radius, and will last for 1d4 hours or until dispelled. Organic living plants will begin to wilt and will be destroyed after 2d4 minutes. Wood and leather will begin to deteriorate, becoming fully destroyed after 2d10 minutes. 1" thick Stone will last 1 hour before being destroyed, and metal 1/4" thick will last 1 hour before being destroyed. Any creature coming in contact with this rain will suffer a minor wound each minute of continuous exposure.



Flame Tornado

Upon completing this spell, the caster will create a spinning vortex of flame 30' tall and 5' wide. This flaming tornado can be controlled by the caster with a movement rate of 30' per round, up to a distance of 100 yards. Any flammable object caught in the path of this tornado will instantly burst into flame, and any creature will suffer damage equal to a DRL of 17 if the caster successfully hits with an ADP of 15. This spell will last 2d10 rounds/minutes.

Hurricane

This devastating spell requires four straight hours of channeling to invoke. Once the invocation is complete, the caster will collapse from exhaustion for 2d10 minutes, unable to move. Even after this time has expired, the character cannot cast another spell for 2d4 hours.

When the spell is complete, the clouds will begin to darken and churn with violent energy. Soon after (1d4 rounds), a large funnel will begin to appear. This funnel will be 100 yards wide by 1 mile high. The winds generated by this spell will reach over 100 mph, and the funnel will travel at a rate of 50 for a duration of 2d8 hours. The damage is up to the GMs discretion, but should be disastrous.

Mass Teleport

This spell is similar to the *teleport spell*, with the exception that the caster may teleport one extra individual per XP title level. The caster can also teleport an unlimited distance away, as long as they can visualize their destination. This is usually done from memory, or by looking at a picture of the location.

Lightning Strike

In order for this spell to be effective, it must be done outside in overcast weather. For the entire duration of the spell, once per round, the caster may call forth a lightning strike from the heavens to hit a target. The target can be anywhere within a 1 mile radius as long as it is

within sight of the caster. When the strike is called down, the target must defend against an ADP of 22, and if hit, will suffer damage equal to an DRL of 20. The duration of this spell is for as long as the caster maintains concentration.

Shape Change, major

Unlike it's lesser companion spell, this spell allows the caster to change their shape into that of any object or creature. The caster will have all of the abilities of the object or creature that they change into. Duration of this spell is 1d4 hours, or until dispelled.

Summon Army

When this spell is cast, a horde of spectral forces will materialize to serve the caster. 1d20 Soldiers will be summoned per XP title level of the caster. Each soldier will have the following attributes, and will remain for 1d4 hours: ADP: 5 DRL: 8 DDP: 4 DA: 6.

Raise Dead

When this spell ritual is completed, which takes 1d4 hours, the target creature will be risen back to life. The target must have not been dead longer than 1 week per XP title level of the caster, and the body must still be present. Once the creature has been raised, they will remain in a coma for 1d4 days before waking. It will take an additional week of rest per day that they were dead for them to be fully rested.

Tsunami

The casting of this spell will take 1 full hour of uninterrupted casting to complete. Once it is finishes, the ocean or lake waves will begin to swell, and within 2d10 minutes, a huge tidal wave will roll into the coast. The wave will be 250 yards long and 50 feet high. The effects of this spell is up to the discretion of the GM, but should be devastating to any small coastal town.





MENTAL MAGIC

The main benefit to using mental magic is that the character does not need any type of verbal or somatic action to call forth the power. The character simply needs to be able to concentrate on their power to invoke it. The main drawback is that the character cannot perform any other actions while actively engaged in performing a psychic ability. A huge benefit to mental magic is that it has no SP cost associated with it. Not all spells are instantaneous however, and the spell description will identify those powers.

Another significant drawback to mental magic is the amount of energy a caster puts into getting the desired spell effect. Mental magic is very tiresome, and can cause exhaustion or even death to an inexperienced caster trying to push too hard.

In game terms, not only is a user of mental magic limited to the spell types by the level of experience they have in the skill, but they are also limited by how many mental spells they may be able to cast before reaching exhaustion. Below there is a chart that defines exactly how tired a mentalist gets by spell level based on the experience title of the character. The numbers listed in the chart are *fatigue points*. Each time a character invokes a mental power, they look at the chart to see how many fatigue points they will have suffered. Each fatigue point that a character receives will lower their movement rate by 10%. As soon as the character reaches 10 fatigue points, they will collapse unconscious for 1d4 hours. After they wake, they will be back at 9 fatigue points. Characters regain 1 fatigue point for every hour resting, 2 fatigue points for every hour sleeping, and 3 fatigue points for every hour meditating.

If a character attempts to cast a spell that will bring their fatigue points to a level greater than 10, then they must make an endurance check or die from exhaustion. For every point greater than 10, a -10 penalty is enforced. For example, a character with 9 fatigue points attempts to cast a level 4 spell that would give him 3 more points. This would bring the level to 12 (2 points higher than 10), and the character would have to make an endurance check at a -20 penalty or die.

The chart below lists the amount of fatigue points that the character will suffer per level of the spell as compared to their experience title level.

XP Title	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5
Rookie	2	3	-	-	-
Novice	1	2	3	-	-
Adventurer	1	1	2	3	-
Veteran	0	1	1	2	3
Professional	0	0	1	1	2
Elite	0	0	0	1	2
Master	0	0	0	0	1

Level 1 Powers:

Resist Hunger

Unlike other psionic powers, this power does not need to maintain the concentration of the caster. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

While the caster maintains this power, they are immune to the effects of hunger. However, once they cease to maintain the upkeep, they will be twice as hungry as normal. Also note that this spell will not eliminate the body's need for nutrients; it only eliminated the physical feeling of being hungry.

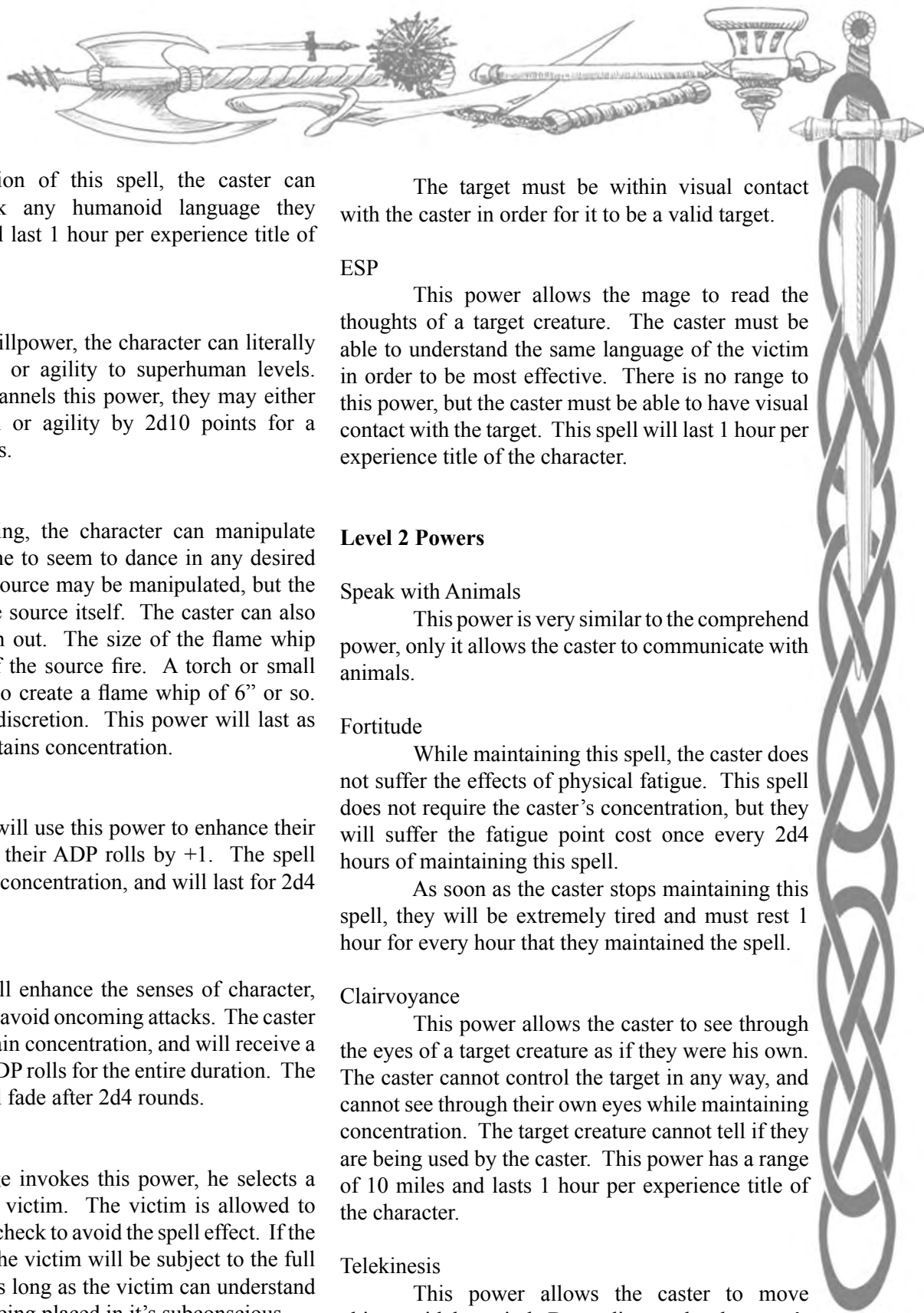
Cell Repair

When this power is invoked, the caster can heal wounds inflicted upon others or herself. The mage must maintain concentration throughout the entire process in order for the wound to be healed. The time spent to heal one minor wound is 2 minutes, and the time needed to heal one moderate wound is 10 minutes. Wounds more severe than moderate cannot be healed from this power.

Resist Fire/Ice

While the caster maintains this spell, they are protected against all forms of fire or ice (can be switched from round to round). This protection will reduce any damage that the character may have received by two categories. Thus, if a character is burned for a moderate wound while maintaining this spell, the wound would instead be protected and not inflicted. This spell does not need the caster's concentration in order to maintain upkeep. However, for every 1d4 hours, the mentalist will suffer the corresponding amount of fatigue points as dictated by her experience title level.

Comprehend



For the duration of this spell, the caster can understand and speak any humanoid language they choose. This spell will last 1 hour per experience title of the character.

Enhance Attribute

By focusing willpower, the character can literally enhance their strength or agility to superhuman levels. When the character channels this power, they may either increase their strength or agility by 2d10 points for a duration of 2d8 minutes.

Manipulate Fire

By concentrating, the character can manipulate the movements of flame to seem to dance in any desired direction. Any flame source may be manipulated, but the caster cannot move the source itself. The caster can also cause the flame to lash out. The size of the flame whip depends on the size of the source fire. A torch or small campfire can be used to create a flame whip of 6" or so. This is up to the GM discretion. This power will last as long as the caster maintains concentration.

Guide Strike

The character will use this power to enhance their combat ability, raising their ADP rolls by +1. The spell does not require caster concentration, and will last for 2d4 rounds before expiring.

Anticipate Attack

This power will enhance the senses of character, allowing them to better avoid oncoming attacks. The caster does not need to maintain concentration, and will receive a benefit of +1 to their DDP rolls for the entire duration. The effects of this spell will fade after 2d4 rounds.

Minor Suggestion

When the mage invokes this power, he selects a target creature to be a victim. The victim is allowed to attempt to make a luck check to avoid the spell effect. If the luck check fails, then the victim will be subject to the full effects of this power, as long as the victim can understand the suggestion that is being placed in it's subconscious.

This spell allows the caster to plant one simple one-sentence suggestion into the subconscious of the target. The target isn't required to go through with this suggestion if it is completely outrageous, such as a suicide order, but will think that the suggestion is a good idea, and will generally follow through with the order. Common suggestions are having the target leave the area, or unlock a door, or sit down, etc.

The target must be within visual contact with the caster in order for it to be a valid target.

ESP

This power allows the mage to read the thoughts of a target creature. The caster must be able to understand the same language of the victim in order to be most effective. There is no range to this power, but the caster must be able to have visual contact with the target. This spell will last 1 hour per experience title of the character.

Level 2 Powers

Speak with Animals

This power is very similar to the comprehend power, only it allows the caster to communicate with animals.

Fortitude

While maintaining this spell, the caster does not suffer the effects of physical fatigue. This spell does not require the caster's concentration, but they will suffer the fatigue point cost once every 2d4 hours of maintaining this spell.

As soon as the caster stops maintaining this spell, they will be extremely tired and must rest 1 hour for every hour that they maintained the spell.

Clairvoyance

This power allows the caster to see through the eyes of a target creature as if they were his own. The caster cannot control the target in any way, and cannot see through their own eyes while maintaining concentration. The target creature cannot tell if they are being used by the caster. This power has a range of 10 miles and lasts 1 hour per experience title of the character.

Telekinesis

This power allows the caster to move objects with her mind. Depending on the character's experience title, they may be able to move heavier objects with a greater speed and range of those less experienced. For every two rounds that this power is maintained, the caster will suffer fatigue loss.

A novice character may move up to 5 pounds at a rate of 30 feet per round up to a range of 50 meters.

An adventurer may move up to 55 pounds at



a rate of 50 up to a range of 75 meters.

A veteran may move up to 250 pounds at a rate of 75 up to a range of 100 meters.

A professional may move up to 1000 pounds at a rate of 100 up to a range of 150 meters.

An elite character may move up to 2500 pounds at a rate of 150 up to a range of 200 meters.

A master may move up to 5000 pounds at a rate of 200 up to a range of 500 meters.

Cure Minor Disease

This spell can cure a naturally occurring disease, such as a cold, flu, leukemia, etc. This power cannot cure any disease that is magically inflicted upon a character.

It is up to the GMs discretion on how long it will take of the caster concentrating to successfully cure a disease, but a good rule of thumb is one hour for a cold, and one week for something more severe, like leprosy. In any case the caster will only lose 5 intellect points per day spent concentrating on this spell.

Telepathy

This power allows the caster to communicate with another creature via thoughts. The caster and the target must be able to understand the words being transmitted in order for this power to work, similar to as if they were communicating with words.

There is no range for this power, but the target must be within visual contact of the caster. This spell will last 1 hour per experience title of the character.

Stop Assailant

This power allows the caster to stop a target creature in its tracks using sheer mind power. The target is allowed a luck check in order to avoid this spell, but if it fails, it will be unable to move as long as the caster maintains concentration, or 1d4 rounds, whichever ends later.

Leap

By focusing their mental energy into physical energy, the caster can use this power to leap great distances. The character will be able to leap 5' in any direction per experience title level of the character.

Stop Missile

Through sheer concentration, the caster can focus their energy to stop oncoming missiles. The

character is able to stop one spear sized, or two arrow sized missiles per experience title level in mid flight once these missiles come within a 20' radius of the character. The caster must have visual contact with each missile in order to effectively stop it.

Level 3 Powers:

Hasten

This power will reduce the speed point cost of the actions of the caster or target creature for the duration of the spell. All actions will have the speed point cost reduced by 2 points for one round per experience title of the caster, who does not need to maintain concentration during the duration of this spell.

For example, a veteran caster invokes this power. For a duration of 4 rounds, all of his actions will have their speed point cost reduced by 2 points.

Iron Will

This power allows the caster to make any luck checks or intellect checks with a bonus +15 to their roll while the caster maintains this spell. The power does not require concentration, but will drain fatigue points every hour of being maintained.





Moderate Cell Repair

Similar to the level one version of the same name, this power allows the caster to heal wounds up to deep. Minor wounds can be healed in 1 minute, moderate wounds can be healed in 5 minutes, and deep wounds can be healed in 10 minutes.

Charm Mind

Similar to the suggestion spell, this power instead makes the target creature think that the caster is a good friend. The spell is not an order, like suggestion, but since the creature views the caster as a friend, it may be willing to do favors for the caster.

This spell does not require the concentration of the caster, although upkeep cost must still be made every hour. The victim is also allowed to attempt a luck check to avoid this power.

Speak with the Dead

In order to invoke this power, the caster allows themselves to fall into a trance. While in this trance, they are able to contact the spirits of the dead, and if the spirits are willing, to have an astral conversation with them as if they were still alive. These spirits are only heard by the caster of this spell. This spell will last 1 hour per experience title of the character.

Cell Manipulation

This power allows the caster to change the physical shape of one of their limbs to that of any non-mechanical object, such as changing a hand to that of a sword or claws for instance. This power will last for 1d4 minutes/rounds per XP title level.

Slow

The opposite of hasten, this spell will increase the speed point cost of a target creature by 2 points. This spell will last for one round per experience title of the character, and does not need the caster's concentration in order to maintain upkeep.

Earth to Mud

This power will change a targeted area of soil or rock to thick mud. One 10'x10'x2' deep area can be transformed per experience title level of the caster. Any creature trying to cross this mud or is in the area of effect when it is completed, must make a strength check or be unable to move for that round.

Anti-spell barrier

To cast this spell, the caster must focus all of her energy and maintain a high level of concentration. While in effect, this spell will create an aura of shimmering energy in a 10' radius around the caster. All and any spells that try to enter this sphere will instantly be dispelled and will not penetrate.

Level 4 Powers

Major Suggestion

This spell is a much more powerful version of the lesser spell of the same name. If the target fails it's luck check, it *must* obey the order directed by the caster, as long as the order takes place within two rounds of the spell being cast.

Control Animal

For the duration of this spell, if the animal fails it's luck check, it will be under the complete control of the caster.

This spell has a range of up to 100 meters, and the caster must maintain concentration for the duration. This spell will last 1 hour per experience title of the character. Note that only naturally occurring animals can be affected; monstrous creatures are unaffected.

Paralyze

If a target creature fails it's luck check at a -10 penalty, it will be paralyzed and unable to move. The spell does not require concentration, and will only drain the caster of the appropriate fatigue points at the start of every new day.

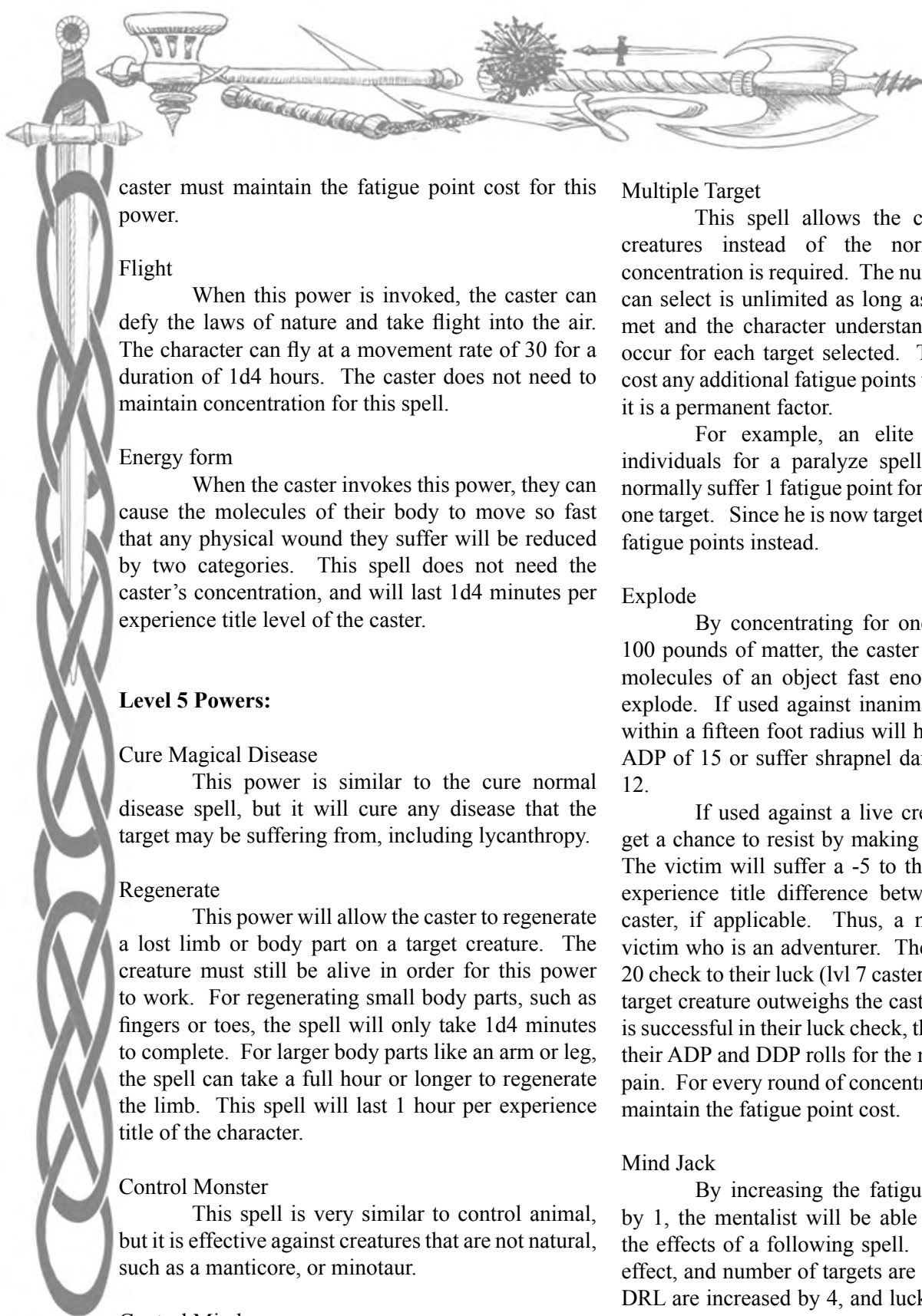
The caster can attempt this power to any creature within visual contact of the caster.

Advanced Cell Repair

The most potent version of cell repair, this power allows to instantly cure any minor wound, or heal a moderate wound in 1 minute, a deep wound in 5 minutes, or a severe wound in 10 minutes.

Choke

This terrible power allows the caster to force another creature to start choking. The target must be within visual range and 100 meters of the caster. If the victim fails it's luck check, it will begin to suffer one deep wound for every round that the caster maintains upkeep. Every other round the



caster must maintain the fatigue point cost for this power.

Flight

When this power is invoked, the caster can defy the laws of nature and take flight into the air. The character can fly at a movement rate of 30 for a duration of 1d4 hours. The caster does not need to maintain concentration for this spell.

Energy form

When the caster invokes this power, they can cause the molecules of their body to move so fast that any physical wound they suffer will be reduced by two categories. This spell does not need the caster's concentration, and will last 1d4 minutes per experience title level of the caster.

Level 5 Powers:

Cure Magical Disease

This power is similar to the cure normal disease spell, but it will cure any disease that the target may be suffering from, including lycanthropy.

Regenerate

This power will allow the caster to regenerate a lost limb or body part on a target creature. The creature must still be alive in order for this power to work. For regenerating small body parts, such as fingers or toes, the spell will only take 1d4 minutes to complete. For larger body parts like an arm or leg, the spell can take a full hour or longer to regenerate the limb. This spell will last 1 hour per experience title of the character.

Control Monster

This spell is very similar to control animal, but it is effective against creatures that are not natural, such as a mantichore, or minotaur.

Control Mind

The most powerful mind control spell, this power allows the caster to control a target creature as though they were a puppet. The target does get an opportunity to make a luck check, albeit at a -10 penalty. If the check fails, then the target will helplessly be at the caster's whim for the entire duration of the caster maintaining concentration.

Multiple Target

This spell allows the caster to target multiple creatures instead of the normal one target when concentration is required. The number of targets the caster can select is unlimited as long as range requirements are met and the character understands that fatigue loss will occur for each target selected. This spell itself does not cost any additional fatigue points to maintain; once learned it is a permanent factor.

For example, an elite character targets three individuals for a paralyze spell. The character would normally suffer 1 fatigue point for casting the spell towards one target. Since he is now targeting three, he will suffer 3 fatigue points instead.

Explode

By concentrating for one consecutive round per 100 pounds of matter, the caster can mentally agitate the molecules of an object fast enough that the object will explode. If used against inanimate objects, any creature within a fifteen foot radius will have to defend against an ADP of 15 or suffer shrapnel damage equal to a DRL of 12.

If used against a live creature, the creature does get a chance to resist by making a successful luck check. The victim will suffer a -5 to their luck check for every experience title difference between the victim and the caster, if applicable. Thus, a master psionist targets a victim who is an adventurer. The victim would suffer a -20 check to their luck (lvl 7 caster - lvl 3 target = 4). If the target creature outweighs the caster's limit, or if the target is successful in their luck check, they will still suffer a -4 to their ADP and DDP rolls for the next 1d6 rounds from the pain. For every round of concentration, the mentalist must maintain the fatigue point cost.

Mind Jack

By increasing the fatigue point cost of a power by 1, the mentalist will be able to significantly increase the effects of a following spell. Range, duration, area of effect, and number of targets are doubled, ADP, DDP, and DRL are increased by 4, and luck checks made by targets will suffer an additional -10 penalty.

This 1 point addition must be paid every time the normal cost of a power is paid. For instance, if you normally paid 1 fatigue point every hour for maintaining a spell, you would pay 2 fatigue points every hour instead.



EQUIPMENT

Containers

Containers	Cost
Chest, large wooden	15
Chest, small wooden	8
Flask/empty	2
Flask/oil	5
Pack, large	7
Pack, small	4
Pouch, large	2
Pouch, small	1
Sack	3
Saddlebags, large	25
Saddlebags, small	13
Waterskin	1

Clothing

Belt	1
Bodysuit	5
Boots, small hard	3
Boots, small soft	5
Boots, tall hard	7
Boots, tall soft	9
Cloak, cotton hooded	5
Cloak, cotton	4
Cloak, fur hooded	11
Cloak, fur	8
Cloak, holocaust	9
Coat, jacket	6
Coat, winter	12
Gloves, hard leather	3
Gloves, soft leather	4
Hat	1
Robe	7
Shirt	2
Trousers	2
Vest, cloth	3
Vest, leather	5

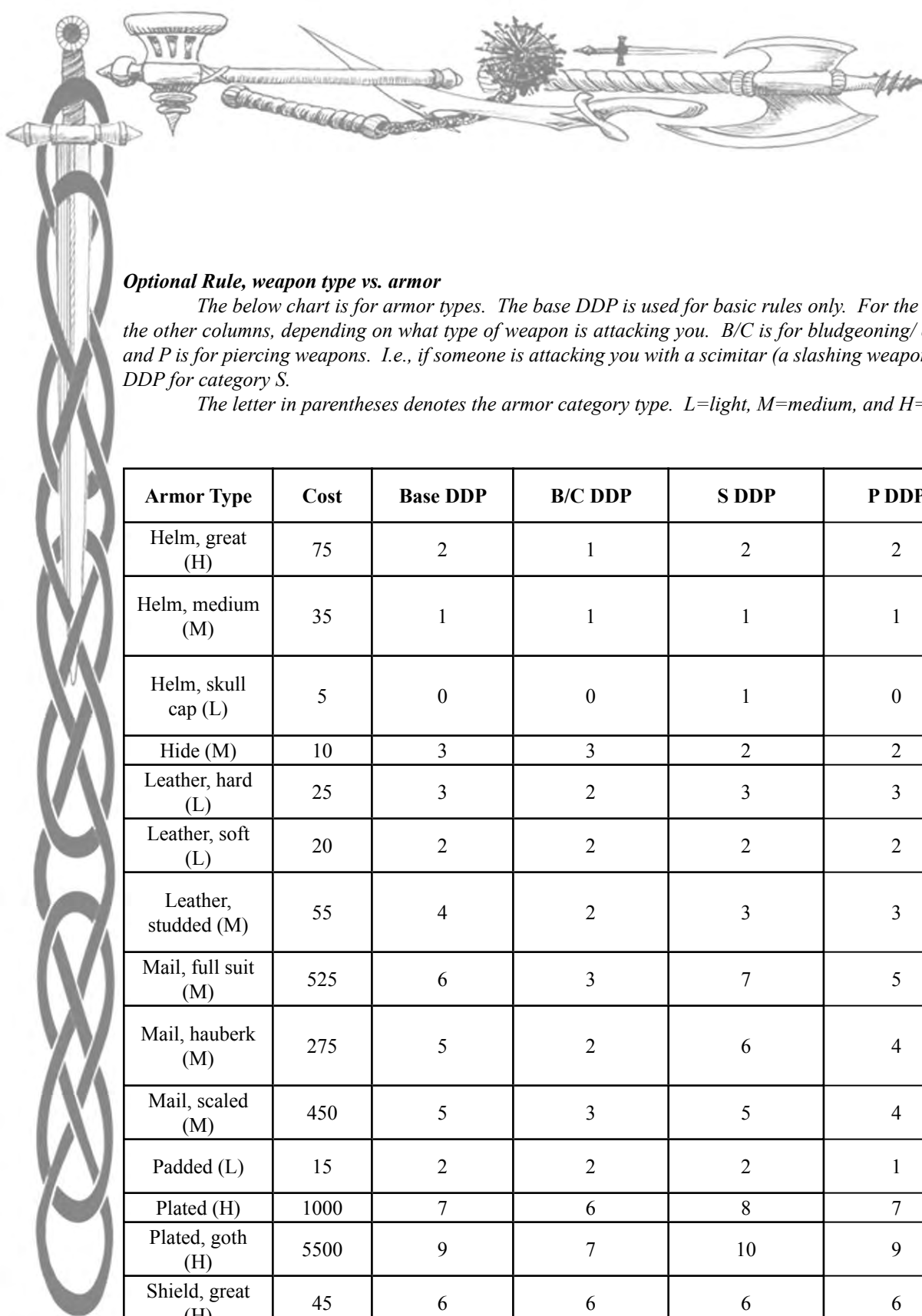
Livestock

Cat, domestic	4
Cat, exotic	2500
Chicken	1
Cow	25
Dog, guard	15
Dog, small domestic	9
Donkey/mule	30
Horse, draft	100
Horse, riding	75
Horse, war	350
Ox	30
Pig	7

Adventuring Supplies

Antidote	15
Bedroll	3
Bit&bridle	10
Blanket	4
Blanket, winter	7
Candle, 1 hr	1
Chalk, 6"x1"	1
Hammer, small	2
Journal, 15 pgs	10
Lock pick set	15
Lock, basic	5
Lock, well made	15
Pen and inkwell	7
Rations, 7 days	10
Rope, 50' length	5
Saddle blanket	5
Saddle	25
Shovel	4
Spike, metal 5 ea	6
Spike, wooden 5 ea	1
Spyglass	35
Tent, 2 man	10
Tent, 4 man	18
Tent, 8 man	30
Tinder box	3
Torch, 5 ea	1
Twine, 100' length	2
Wax, 6 oz	2
Whetstone	2



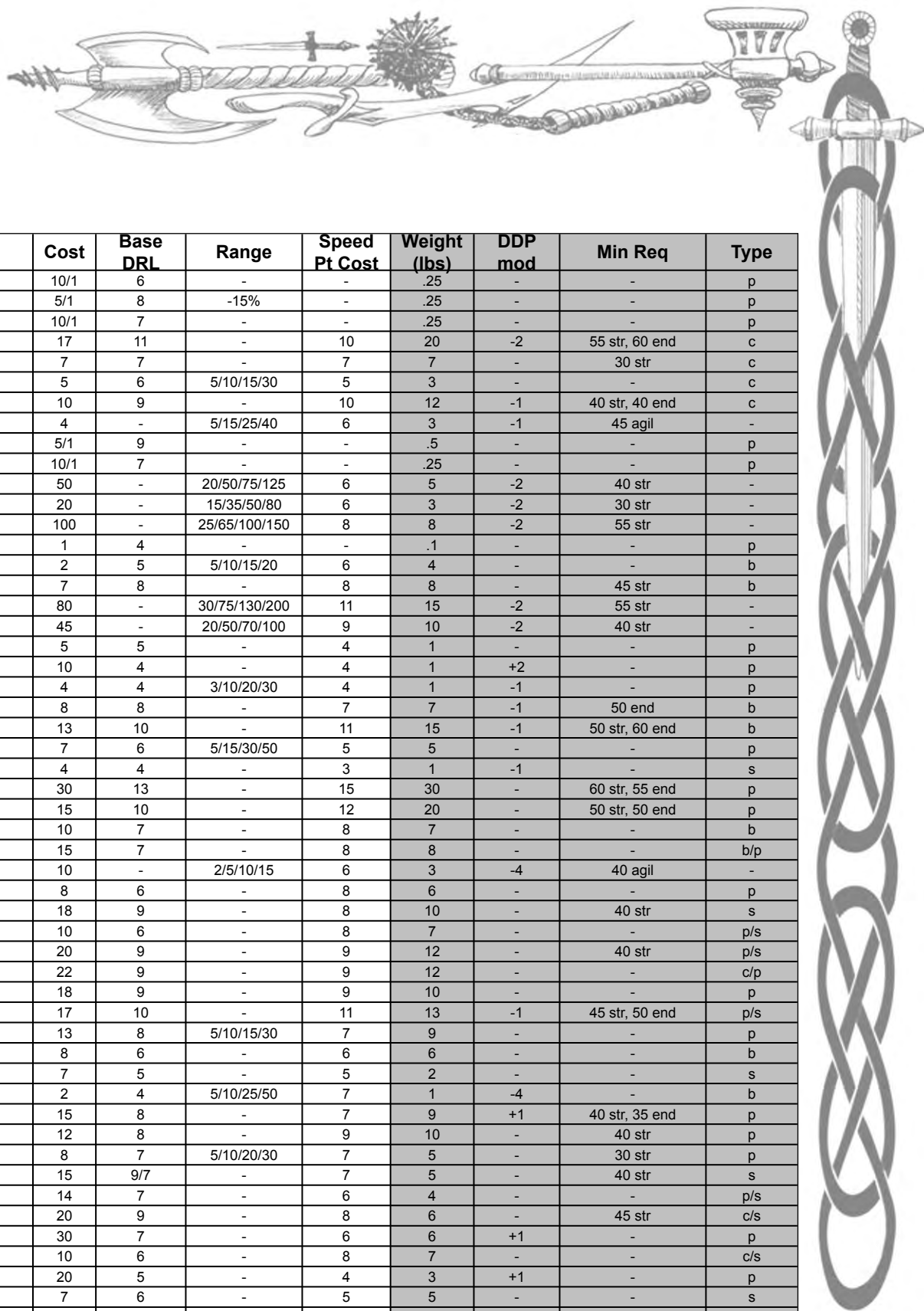


Optional Rule, weapon type vs. armor

The below chart is for armor types. The base DDP is used for basic rules only. For the optional rules, you will use the other columns, depending on what type of weapon is attacking you. B/C is for bludgeoning/ chopping, S is for slashing, and P is for piercing weapons. I.e., if someone is attacking you with a scimitar (a slashing weapon), then you would use your DDP for category S.

The letter in parentheses denotes the armor category type. L=light, M=medium, and H=heavy

Armor Type	Cost	Base DDP	B/C DDP	S DDP	P DDP	Weight (lbs)
Helm, great (H)	75	2	1	2	2	5
Helm, medium (M)	35	1	1	1	1	3
Helm, skull cap (L)	5	0	0	1	0	1
Hide (M)	10	3	3	2	2	15
Leather, hard (L)	25	3	2	3	3	10
Leather, soft (L)	20	2	2	2	2	8
Leather, studded (M)	55	4	2	3	3	15
Mail, full suit (M)	525	6	3	7	5	30
Mail, hauberk (M)	275	5	2	6	4	15
Mail, scaled (M)	450	5	3	5	4	35
Padded (L)	15	2	2	2	1	8
Plated (H)	1000	7	6	8	7	50
Plated, goth (H)	5500	9	7	10	9	60
Shield, great (H)	45	6	6	6	6	25
Shield, med (M)	30	4	4	4	4	15
Shield, small (L)	15	2	2	2	2	8



WEAPONS

Weapon Name	Cost	Base DRL	Range	Speed Pt Cost	Weight (lbs)	DDP mod	Min Req	Type
arrow, bodkin	10/1	6	-	-	.25	-	-	p
arrow, broadleaf	5/1	8	-15%	-	.25	-	-	p
arrow, standard	10/1	7	-	-	.25	-	-	p
axe, bearded	17	11	-	10	20	-2	55 str, 60 end	c
axe, one-handed	7	7	-	7	7	-	30 str	c
axe, throwing	5	6	5/10/15/30	5	3	-	-	c
axe, two-handed	10	9	-	10	12	-1	40 str, 40 end	c
bolos	4	-	5/15/25/40	6	3	-1	45 agil	-
bolt, large	5/1	9	-	-	.5	-	-	p
bolt, small	10/1	7	-	-	.25	-	-	p
bow, longbow	50	-	20/50/75/125	6	5	-2	40 str	-
bow, shortbow	20	-	15/35/50/80	6	3	-2	30 str	-
bow, war	100	-	25/65/100/150	8	8	-2	55 str	-
caltrops	1	4	-	-	.1	-	-	p
club, one-handed	2	5	5/10/15/20	6	4	-	-	b
club, two-handed	7	8	-	8	8	-	45 str	b
crossbow, large	80	-	30/75/130/200	11	15	-2	55 str	-
crossbow, small	45	-	20/50/70/100	9	10	-2	40 str	-
dagger	5	5	-	4	1	-	-	p
dagger, parrying	10	4	-	4	1	+2	-	p
dagger, throwing	4	4	3/10/20/30	4	1	-1	-	p
flail, one-handed	8	8	-	7	7	-1	50 end	b
flail, two-handed	13	10	-	11	15	-1	50 str, 60 end	b
javelin	7	6	5/15/30/50	5	5	-	-	p
knife	4	4	-	3	1	-1	-	s
lance, heavy	30	13	-	15	30	-	60 str, 55 end	p
lance, light	15	10	-	12	20	-	50 str, 50 end	p
mace	10	7	-	8	7	-	-	b
morning star	15	7	-	8	8	-	-	b/p
net	10	-	2/5/10/15	6	3	-4	40 agil	-
pick	8	6	-	8	6	-	-	p
pole arm, bill	18	9	-	8	10	-	40 str	s
pole arm, bill hook	10	6	-	8	7	-	-	p/s
pole arm, glaive	20	9	-	9	12	-	40 str	p/s
pole arm, halberd	22	9	-	9	12	-	-	c/p
pole arm, partisan	18	9	-	9	10	-	-	p
pole arm, scythe	17	10	-	11	13	-1	45 str, 50 end	p/s
pole arm, trident	13	8	5/10/15/30	7	9	-	-	p
quarterstaff	8	6	-	6	6	-	-	b
sickle	7	5	-	5	2	-	-	s
sling	2	4	5/10/25/50	7	1	-4	-	b
spear, ahlspiess	15	8	-	7	9	+1	40 str, 35 end	p
spear, long	12	8	-	9	10	-	40 str	p
spear, short	8	7	5/10/20/30	7	5	-	30 str	p
sword, bastard	15	9/7	-	7	5	-	40 str	s
sword, broad	14	7	-	6	4	-	-	p/s
sword, claymore	20	9	-	8	6	-	45 str	c/s
sword, estoc	30	7	-	6	6	+1	-	p
sword, falchion	10	6	-	8	7	-	-	c/s
sword, rapier	20	5	-	4	3	+1	-	p
sword, saber	7	6	-	5	5	-	-	s
sword, scimitar	11	7	-	5	4	-	-	s
sword, short	9	5	-	5	3	-	-	s
war-hammer, gutentag	10	10	-	13	25	-	50 str, 50 end	b/p
war-hammer, one-handed	9	6	5/10/15/20	7	9	-	-	b
war-hammer, two-handed	12	9	-	10	15	-	50 str, 55 end	b
whip	4	4	-	5	2	-	-	s

UNIQUE WEAPONS

Weapon Name	Cost	Base DRL	Range	Speed Pt Cost	DDP mod	Weight (lbs)	Min Req	Type
Soldier's Axe, Dwarf	120	11	-	9	-	10	60 str, 40 end	c
razor armor, dwarf	2500	3	-	-	10 base	65	50 str, 50 end	
elven bow	375	3	30/70/125/175	5	-	4	40 str, 40 agil	-
elven mail	3500	-	-	-	5 base	15	weighs 50%	
gnomish grenades	150	10	5/10/20/30	4	-	1	-	-
gnome needle sword	35	5	-	3	-	2	-	p
foot crossbow, human	250	10	30/70/150/250	15	-1	20	60 str	p

SIEGE WEAPONS

Siege Weapon	Cost	SDRL	DRL	Range	Min Crew	Area of Effect
battering ram	250	10	-	-	12	none
ballista, large	750	12	-	100m	3	none
ballista, small	500	9	-	70m	3	none
catapult, large	1000	15	12	100m	5	5m
catapult, small	750	11	8	60m	4	5m
trebuchet, large	2000	15	12	200m	5	5m
trebuchet, small	1000	11	8	125m	4	5m

Items highlighted in gray are optional rules only. If you feel comfortable using them without giving up speed of game play, feel free to use them.

DDP Mod: This is the modifier to the character's DDP while using this weapon.

Weight: This is the weight in pounds of the item.

Speed Pts: This is the initiative modifier and the speed point cost for the weapon.

Min Req: These are the minimum attributes that the character must have in order to use the weapon effectively.

Type: This is the weapon type. (P) is piercing, (S) is slashing, and (C/B) is chopping or blunt.





EQUIPMENT DESCRIPTIONS

Unless you're a weapons and armor historian, some of the weapons and armor used in this manual may seem foreign to you. What's the difference between a rapier sword and an estoc? What's the difference between a hauberk and a mail suit? These pieces of arms and armory will be explained here below.

Altus Adventum does not include an extensive list of armor piece by piece, as it is our intention to keep this relatively simple and easy system to learn for now. Future expansions may include very detailed lists of armor and weapon types.

Armor Descriptions

Helmet: All helmets, regardless of size, are designed to help protect the wearer's head from damage. Helmets offer the best protection from slashing type weapons, but unless they are padded effectively, they offer little protection against bludgeoning weapons.

Small helms, also called skull-caps, are little more than a metal cap that covers the top and back of the head. Medium helms extend this protection to cover most every part of the head except the eyes, nose, and mouth. Great helms cover the entire head, and are complete with visors. With added protection, comes added cost. Skull caps have no disadvantage to them, but medium helms limit the hearing of the wearer by half of normal. Great helms not only limit hearing, but they also dramatically limit sight to a narrow tunnel vision capability.

Hide: Hide armor consists of multiple layers of thick animal hides. While being unsightly to look at, hide armor is cheap and does offer a good deal of protection. This armor is a favorite of those who don't have access to forges or metal armors.

Leather, hard: Hard leather armor often consists of a shirt and sections to protect the thighs and arms of the wearer. This armor is made by boiling leather in oil to give it a rigidity aspect that helps protect the wearer, but limits the flexibility somewhat. It is also not very silent when worn.

Leather, soft: Unlike hard leather, soft leather is made almost just like a normal suit of clothing, and is very soft and supple, making it very quiet when worn.

Leather, studded: This suit is similar to hard leather, except that there are many metal studs riveted into the leather to

give it added protection.

Mail, full suit: Mail consists of two main sections: a padded undergarment and a mail outer garment. The mail itself is made from small, interlocking metal rings fashioned into a full hooded shirt and leggings. It is one of the more common types of armor for professional soldiers who can afford it. This armor is heavy, and reduces the agility of the wearer by -15.

Mail, Hauberk: Similar to a full suit, the hauberk only consists of a tunic over padded armor. It does not offer protection to the lower arms or legs. This armor is fairly heavy, and reduces the agility of the wearer by -5.

Mail, Scaled: This suit of mail consists of a full suit of leather armor with a coat of tightly woven metal scales over the top of it. Metal scales are the most common, but some primitive areas may use shells or wood plates (-2 DDP), while some ornate suits have been made using coins or jade.

Padded: Padded armor consists of two layers of cloth quilted together with padding between them. The armor is common among squires or poor soldiers, and is comfortable to wear. It is warm, and effectively raises the body temperature of the wearer by 10 degrees, making it favored in colder climates.

Plate: A suit of plate armor is expensive, and usually only worn by the wealthy soldiers or knights. It consists of a suit of padded armor underneath a mail suit, which in turn is underneath a suit of interlocking metal plates. The metal plates cover and protect the entire body except the head. This armor reduces the agility of the wearer by -20.

Plate, Gothic: Gothic plate armor is made much the same as regular plate, except that it is often tailor made to fit perfectly to the wearer. This gives it the advantage of offering better protection while reducing the agility penalty of the wearer to only -10.

Shield: The shield was possibly the first form of protection that man invented. They are easy to make, and offer fair protection. Shields come in all sizes and shapes, and are most often made from either wood or metal.





Weapon Descriptions

Arrow, bodkin: These arrows are designed to help penetrate armor, and are made with narrow iron heads that come to a sharp point.

Arrow, broadleaf: Also called war arrows, these arrows have heavy, broad arrowheads that are designed to inflict as much tissue damage as possible. Because of their weight, they have reduced range.

Arrow, standard: These are your typical hunting arrows. The arrowheads have slight broadening to help prevent them from falling out of their target.

Axe, bearded: Made famous from the House Carls of the middle ages, these great axes stand over 5 feet in height, with a huge, single bladed axe blade. They are two handed weapons, and while they deal out massive damage, they are very hard to wield.

Axe, one-handed: The most common type of battle axe, these axes are only about 3' in length and are light enough to be wielded in one hand.

Axe, throwing: Throwing axes are lightweight, single bladed axes that are no more than a foot and a half or so in length. They can also be wielded in melee combat.

Axe, two-handed: A slightly larger version of the one-handed axe, these axes are generally 4-5 feet in length, with either a one or two-bladed head. They are designed to be wielded in both hands, but a character may be able to wield this axe in one hand if they are over 6'5" and have a strength score of at least 85.

Bolos: Bolos are made from three or four pieces of 2' long rope with one end of each rope being tied around a heavy weighed object, such as a rock. The other ends of the ropes are all tied together. This weapon is then used by whirling it to gain momentum before being thrown at a target. The main purpose of this weapon is entangle and trip up a target as opposed to causing damage. If a successful hit is made to a target, they must make a successful agility check with a -5 penalty for every point the attack was a success.

If the check failed, then the target has its legs entangled and cannot move. If the target was moving when struck, it will fall to the ground. For example: A character attacks a charging orc with bolos. He rolls his ADP and beats the orc's defensive roll by 4. The orc must make an agility check at a -20 penalty or fall down in a tangled heap. Note that bolos are only effective on creatures weighing less than 500 pounds.

Bolt, large: Also called quarrels, these items are similar to arrows but shorter and thicker.

Bolt, small: Also called quarrels, these items are similar to arrows but shorter and thicker.

Bow, longbow: Long bows are approximately five or six feet in length, giving them greater range then their shorter cousins.

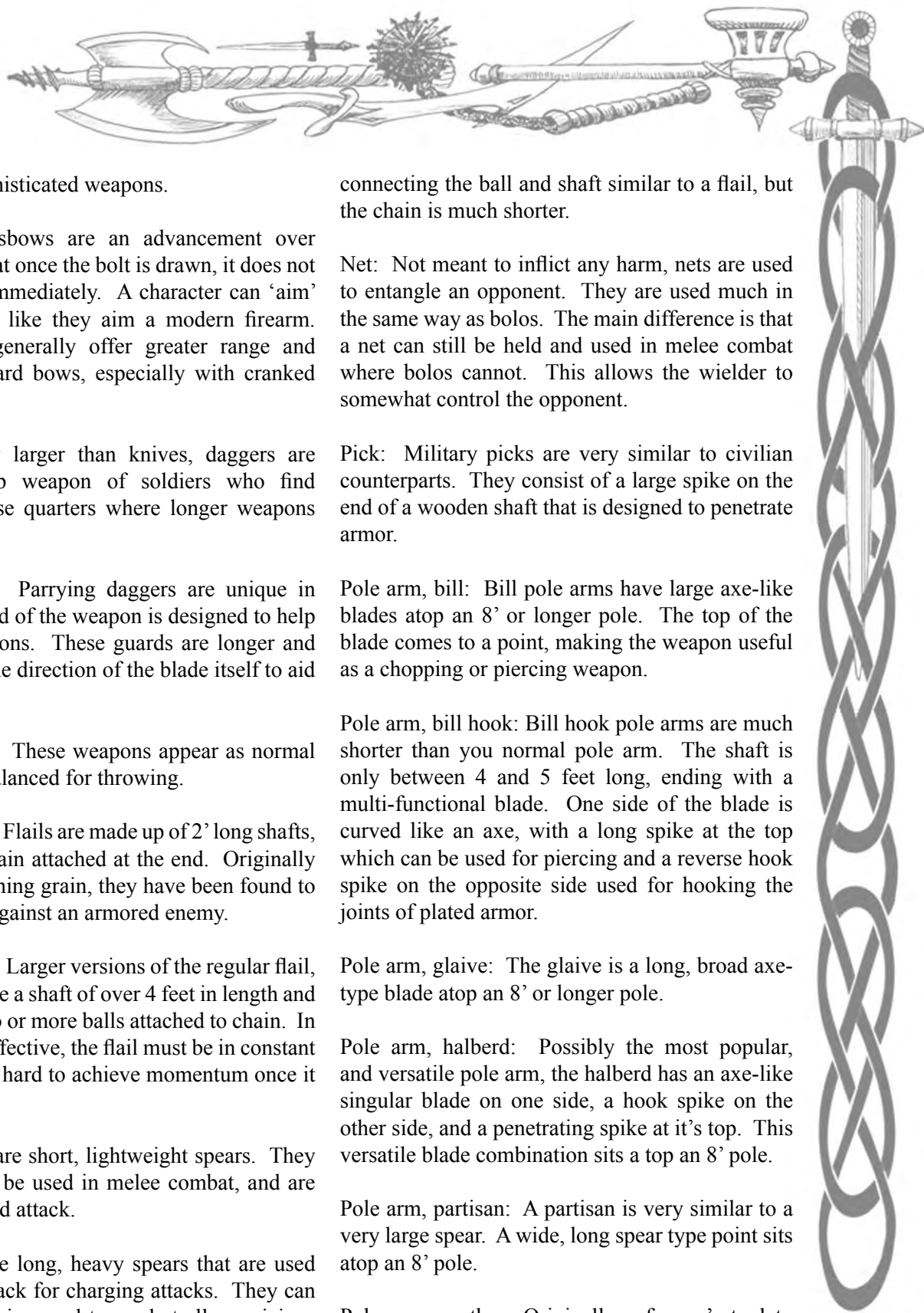
Bow, shortbow: These bows are only three or four feet in length, and have a much shorter range then their longbow counterparts. They are much easier to carry in cramped spaces, however.

Bow, war: War bows are made from composite material that is often laminated, giving the bow much greater strength then other bows. Because of this strength, they do require a minimum strength to be able to draw the weapon.

Caltrops: Caltrops can come in many variations, but the general description of these items is that they are approximately 1"-2" in height, with four opposing pointed ends. Think of them like a four-sided dice. No matter how you toss them, a pointed end will be pointed upward.

Caltrops are used by either tossing or laying them in an area to prevent or slow down movement through that area. 10 caltrops can cover a 5'x5' area effectively. Any unsuspecting creature entering that area must make a luck check or they will find themselves stepping on one. Until the caltrop is removed, the person will have their movement rate dropped by 75%. Each minute that a caltrop remains in a creature's foot will also have a 5% change of crippling the creature. Crippled creatures will heal after two full days of rest, and will only be able to move at 10% of their rate while crippled.

Club: Clubs are the most basic of weapons, and can be found almost anywhere and are made of almost anything: bone, wood, stone, etc. They are bludgeoning weapons that are favored by primitive tribes that don't have access



to make more sophisticated weapons.

Crossbow: Crossbows are an advancement over regular bows in that once the bolt is drawn, it does not need to be fired immediately. A character can 'aim' a crossbow much like they aim a modern firearm. Crossbows also generally offer greater range and power over standard bows, especially with cranked crossbows.

Dagger: Slightly larger than knives, daggers are a favored backup weapon of soldiers who find themselves in close quarters where longer weapons cannot be used.

Dagger, parrying: Parrying daggers are unique in that the cross-guard of the weapon is designed to help entrap other weapons. These guards are longer and curve upward in the direction of the blade itself to aid in this task.

Dagger, throwing: These weapons appear as normal daggers that are balanced for throwing.

Flail, one-handed: Flails are made up of 2' long shafts, with a ball and chain attached at the end. Originally designed for thrashing grain, they have been found to be very effective against an armored enemy.

Flail, two-handed: Larger versions of the regular flail, these weapons have a shaft of over 4 feet in length and generally have two or more balls attached to chain. In order to be most effective, the flail must be in constant movement, as it is hard to achieve momentum once it is lost.

Javelin: Javelins are short, lightweight spears. They cannot effectively be used in melee combat, and are designed for ranged attack.

Lance: Lances are long, heavy spears that are used by men on horseback for charging attacks. They can come in different sizes and types, but all are vicious weapons when used appropriately.

Mace: Quite simply, maces consist of a metal ball on the end of a 3' long shaft.

Morning star: Similar to maces, a morning star is different in that the metal ball is adorned with spikes. Occasionally, there may also be a small chain

connecting the ball and shaft similar to a flail, but the chain is much shorter.

Net: Not meant to inflict any harm, nets are used to entangle an opponent. They are used much in the same way as bolos. The main difference is that a net can still be held and used in melee combat where bolos cannot. This allows the wielder to somewhat control the opponent.

Pick: Military picks are very similar to civilian counterparts. They consist of a large spike on the end of a wooden shaft that is designed to penetrate armor.

Pole arm, bill: Bill pole arms have large axe-like blades atop an 8' or longer pole. The top of the blade comes to a point, making the weapon useful as a chopping or piercing weapon.

Pole arm, bill hook: Bill hook pole arms are much shorter than your normal pole arm. The shaft is only between 4 and 5 feet long, ending with a multi-functional blade. One side of the blade is curved like an axe, with a long spike at the top which can be used for piercing and a reverse hook spike on the opposite side used for hooking the joints of plated armor.


Pole arm, glaive: The glaive is a long, broad axe-type blade atop an 8' or longer pole.

Pole arm, halberd: Possibly the most popular, and versatile pole arm, the halberd has an axe-like singular blade on one side, a hook spike on the other side, and a penetrating spike at its top. This versatile blade combination sits atop an 8' pole.

Pole arm, partisan: A partisan is very similar to a very large spear. A wide, long spear type point sits atop an 8' pole.

Pole arm, scythe: Originally a farmer's tool to harvest wheat, the scythe is a devastating weapon that is often associated with the grim reaper. The wooden shaft is about 5 or 6 feet long with a slight 'S' curve. The blade itself is approximately 4 feet long that curves out perpendicular with the shaft.

Pole arm, trident: Made famous from the Greek god Poseidon, the trident has also been a favorite



weapon of gladiators. The weapon consists of a three prong spike head atop a 5' pole.

Quarterstaff: Another easy weapon to fashion, the quarterstaff is a five or six foot long shaft of thick, sturdy wood, such as oak.

Sickle: Another weapon that gets its origins from farming, the sickle is a 'C' shape blade with a handle on one end, with the inner side of the blade sharpened.

Sling: A very cheap, yet effective missile weapon is the sling. Herders have used this weapon for ages to hunt small game, but the weapon is also very dangerous in the hands of a skilled warrior.

Spear, ahlspiess: The ahlspiess was designed to help eliminate the defensive problems of using a spear in melee combat. The bottom half of the weapon is a 4 foot long shaft of wood, but the top half is a 3 foot long sharpened shaft of metal that ends in a sharp point. There is a guard where the metal is connected to the wood to help deflect weapons. This weapon is designed to be used with two hands, and the long shaft of metal was integrated to eliminate the breakage that a normal spear would have in a round of melee combat.

Spear, long: The long spear, about 8'-10' in length, was never designed as a missile weapon. A desperate soldier might be able to throw it effectively about 30 feet or so, but any range outside of that and the weapon is too heavy. Instead, the weapon is designed to be used as a first strike melee weapon, or to keep the opponent at bay.

Spear, short: Similar to the long spear, this weapon has a 6" pointed blade atop a 4'-5' shaft of wood. This weapon can be used with one hand in melee or it can be thrown up to a short distance.

Sword, bastard: Also known as the hand-and-a-half sword, the bastard sword has a blade the same size and shape of a broad sword, but the handle and hilt are longer, allowing the weapon to be used with either one or two hands. See *Combat* for rules with using one-handed weapons with both hands.

Sword, broad: Also referred to as the long sword, this is the most common sword associated with

soldiers or knights. It is a one-handed weapon that is primarily used for piercing, but it can also be used as a slashing weapon as well.

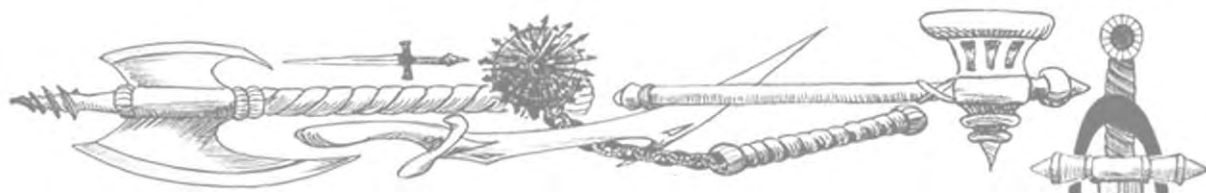
Sword, claymore: The claymore is similar to a bastard sword, but the blade is slightly wider. This sword is usually wielded with two hands, but a character with a strength score of at least 70 can wield it with one hand.

Sword, estoc: The estoc is basically a two-handed rapier. The blade itself is very long and narrow, and is an excellent piercing weapon. The light weight and use of both hands also makes this weapon excellent for parrying.

Sword, falchion: The falchion sword was designed to combine the slashing ability of a sword with the chopping ability of an axe. The blade is only about 3 feet long, but it is wide and heavy, making it excellent against mailed armors.

Sword, rapier: The rapier is a favorite weapon among duelists and those who favor quick sword combat. The blade is very light and narrow, allowing the wielder to have great maneuverability with the weapon.





Sword, saber: The saber, or cutlass, is a favorite weapon among horsemen and pirates. The blade is curved and heavy, allowing it to be a very effective slashing weapon.

Sword, scimitar: The scimitar has a 4' long curved blade that makes it a very good slashing weapon. It is often favored by the desert people.

Sword, short: Another very common sword among rogues and soldiers alike, the short sword is a relatively inexpensive weapon that is quite reliable. It is really a mix between a dagger and a broad sword, allowing decent reach while being easy to maneuver in close combat.

Sword, Two-handed: A two handed sword is simply a larger version of the broad sword requiring two hands to wield effectively, hence the name.

War-hammer, gutentag: The gutentag, which means 'good day' in dwarven, is a huge two-handed war hammer that has long spikes protruding from its heavy warhead.

War-hammer: Contrary to many fantasy illustrations, war hammers are not generally made up of a huge block of steel atop a handle. In reality, the war hammer itself more resembles a giant claw hammer. The head is relatively narrow, with a hooked spike at the other side of it. The face of the hammer is not flat, but grooved to help the hammer bite into the armor as opposed to deflecting off of it.

Whip: Often associated with ranchers, the whip is a 30' or so long cord of tightly wrapped leather. The head of the weapon travels so fast that it literally breaks the sound barrier when it snaps.

Unique Weapons/Armor

The weapons and armor listed here are unique to certain humanoid species. They can be purchased fairly easy in cities of the respective humanoid species, as long as the purchaser has enough gold.

Soldier's Axe-Dwarf: This wicked looking axe is excellently made, having a perfect balance. This makes it exceptional in combat and is prized by most dwarven experienced soldiers.

Razor Armor-Dwarf: What sets this suit of plate armor apart from other suits are the various razors and spikes welded to the suit itself. Any creature engaged in melee combat with a character wearing this armor must make an

agility check every round or suffer a minor wound from the spikes and razors.

Elven Bow-elf: These elegant bows are more lightweight than regular long bows, but much more resilient and strong. Because of the stronger craftsmanship, a character can wield this bow in combat without suffering a penalty to their DDP.

Elven Mail-elf: The elves' smaller and more lightweight frame dictated the creation of this armor. Elven mail is made from rare alloys that give it lighter weight while also offering slightly more protection than normal mail armor. This armor is very rare and highly prized by elven officers.

Gnomish Grenades-gnome: The highly intelligent and inquisitive gnomes are the only species to have discovered a certain mixture of chemicals that will explode upon a sudden impact. They have created small grenades they use to offset their diminutive stature when faced against larger foes. The process of making one of these grenades is a closely guarded secret, and all gnomes are careful to not let them fall into the hands of other humanoids.

When they are used in combat, these grenades will explode in a 10' radius upon impact, forcing all within the radius to take damage equal to a DRL of 10.

Gnomish Needle Sword-gnome: The needle sword is another gnomish improvement. The weapon is similar to a rapier, but is made with alloys that make it exceptionally sharp while remaining very thin.

Foot Crossbow-human: Always in the search for bigger and better, the humans have come up with the foot crossbow. This great weapon is used by the character laying on their back, placing their feet in a stirrup at the head of the crossbow, and cranking the massive winch to load the weapon. Because of the draw strength, the character must use a combination of leg and arm strength to crank the weapon. The size and weight of the weapon also mandate that the character must fire this weapon while laying on their back, using their feet to support and aim it.



COMBAT

Pilan's eyes stung as a mixture of sweat and blood seeped into them. Through his blurred vision he tried to focus on the three goblin attackers, who circled him with malicious glee.

The young man had just been accepted into the Shorlorn Warrior's Guild, and to prove himself, he was sent to scout a rumored goblin camp. Only now did he realize he was a fool to try to do it himself. Pride was always his weakest trait.

As the goblins continued their slow circle, cackling and giggling with an evil glee, Pilan shifted himself into a defensive stance. Even though he was outnumbered three to one, and wounded to boot, the goblins knew enough to be wary of a human in a full mail suit, brandishing a large, ornate battle mace.

Seconds passed as if they were hours, the entire time both parties cautiously eyed each other, searching for any advantage.

Suddenly Pilan's labored breathing caused him to lose focus for a brief moment. Just a second, but that was enough for the impatient goblins.

All three of the creatures lunged at the human like rabid animals; rusty and pitted swords

raised for a fatal blow. Unfortunately for the goblins, Pilan was no inexperienced fool that the goblins were used to ambushing. With amazing grace and speed for one who was clad entirely in heavy mail, Pilan deftly dodged the first goblin. In the same fluid movement, the new warrior swung his mace in a high arc, bringing down upon one of the vile creatures. The goblin immediately fell to the ground in a lifeless heap, its head crushed like a melon.

The third goblin lunged and slashed with its sword, which clumsily deflected off Pilan's armor. Not stopping his momentum, the warrior continued his spin and sank his mace into the side of the third goblin. A sickening crunch could be heard as the goblin also fell to the ground, ribs smashed.

As Pilan turned to face the first goblin that he dodged, he could see the cowardly creature fleeing into the dark wood.

"Heh." He thought to himself. "These creatures weren't so bad af..."

Pilan's statement was cut short by several sharp pains penetrating his back. He fell to his knees, making a half turn to see what had hit him. As he glanced behind him, he saw three more goblins with bows, ready to launch another volley into his body. His last thought before the next set of arrows hit was that pride had always been his greatest weakness.





Overview

Sooner or later, a character will find themselves locked in a life and death combat struggle with some dangerous opponent. Because combat is such a large part of most RPGs, as it is with *Altus Adventum*, this section will go over the rules of combat engagement. Detailed below are all the aspects of the InertiaX fantasy combat system. It's relatively easy to learn, and after you become comfortable with the system mechanics, you will find the combat segment flowing easily so as to not disrupt the game flow.

Combat is broken down into two time frames: a round and a turn. A round is the time it takes for all participants to resolve their actions. A turn is the actual time segment in which an individual is performing their action.

Initiative and Speed Points

You've been adventuring for a little while, and you are faced with your first combat encounter. So what now? Who goes first?

This is where the initiative rule comes into play. When calculating initiative, two factors come into play: the die roll and the speed point (SP) cost of the action you want to perform. The die roll is pretty simple; all participants in combat will roll 1d20.

The SP cost is determined by the action. For most combat actions, including attacks and spell use, the speed point cost will be determined by the weapon or spell type. For most other common actions, some examples will be described below in the next section. For example, a broad sword has a speed point cost of 7, so that is the number you would use as a modifier.

All characters will start the game with 10 speed points in their pool in which they can use every round.

When calculating initiative, you would first subtract the SP cost of the action from your available pool. Then you would add the SP cost of the action to the die roll result from the d20. The lower the number, the faster you would be able to complete your action. The round would then continue, going from lowest to highest with each participant completing their action on their respective initiative turns.

To continue the example, you would subtract the SP cost of a broad sword (7) from your pool of 10 leaving 3 SP left. You then add the 7 to your die roll (say you roll a 7) for a total of 14. 14 is the segment that you would perform your action. Any creature that has an initiative lower than 14 would go before you.

What if you don't have enough SP to perform

your action? Sometimes it may occur that you will not have enough SP to perform your desired action. In most cases, you won't be allowed to do that action and must wait until the next round. However, if the action you are wanting to do is the *only* action you are taking that round, and you still don't have enough speed points, then a special rule takes place. In this scenario, you will subtract the available SP in your pool from the cost of the action and will not be able to perform any actions that round. On the following round, you will add the remaining SP cost to your initiative roll. For example, you have 10 SP in your pool, and want to attack a goblin with a foot crossbow that has a SP cost of 12. You subtract your available 10 from the cost of 12 leaving 2. You can't attack during this round, but on the next round, you will add the remaining 2 to your next initiative roll.

What if you have left over SP? It is possible for a character to have enough speed points so that they may perform more than one action per round. In this case, you would add the speed point cost of the second action to your initiative total from your last action. *Speed points cannot be carried over to the next round.*

To continue the example above, say you have 14 points available in the SP pool. Since the broad sword costs 7 points, you would be able to attack twice per round. Since your first attack goes on 14, you would be able to attempt your second attack on 21 (the SP cost of the action added to your last action).

For speedy combat resolution, creatures controlled by the GM will generally not have speed points. Instead, they will have an initiative modifier that the GM will add the base initiative roll. The number of actions per round will also be predetermined. In the case of multiple attacks per round, creatures will have an advantage of the players. Unlike the players, whose actions may occur on varying initiative segments, a creature with multiple actions will complete all of their actions on the same initiative segment. In addition, to also help keep it easy on the GM, only one d20 will be rolled for *all* of the creatures engaged in combat under the control of the GM.

I know this sounds a little confusing, so I hope this example will help:

Marcus is facing off against a zombie and a ghoul. Both parties roll a d20 to determine their base initiative; Marcus rolls a 9, the GM rolls a 13



for the zombie and ghoul. Marcus chooses to attack using his dagger which has a speed point cost of 4. The zombie is attacking with its claws, but since it is a very slow creature, it only gets one action per round with an initiative modifier of +6. The ghoul also attacks with claws, but is faster (only a +2 to the initiative roll) and has two actions per round.

Since Marcus's attack is lowest ($4+9=13$), he will attack first with his dagger. The zombie will go on 19 with its one attack ($6+13=19$) and the ghoul will resolve both of its claw attacks on initiative segment 15 ($2+13=15$). Since Marcus has 11 total speed points in his pool, and the dagger only costs 4, he will be able to perform more than one action this round. His first attack resolves on 13, and his second attack resolves on 17 (an additional 4 added to his previous 13). He still has 3 points left over, but that is not enough to perform another attack.

What can you do during your turn?

Your character can do many different actions during his turn. These include attacking, moving, fleeing, casting a spell, using an item, or using a skill.

Attacking- the most common action, this is where the character will attempt to attack the target creature.

Moving- A character can move their full movement rate at a cost of 10 speed points. This can be broken up into smaller pieces, allowing the character the possibility to move, attack, and move again as long as they follow the speed point rules.

Fleeing- If a character is engaged in melee combat, and it is not going well, the character can flee. The character can move at twice their normal rate, but any opponent they were in combat with will get a free attack on the character automatically at no extra cost to the creature.

Casting a Spell- Similar to an attack, the character may decide to cast a spell during his action. The speed point cost will vary as described in the *Magic* section.

Use an Item or Skill- Character's may also have to option of using an item or skill during their action. Speed point cost will vary depending on the item, and is up to the GM's discretion. A few examples include:

Drinking potion: 10 SP
 Throwing item: 5 SP
 Reading a scroll: 15 SP
 Binding a wound: 10 SP
 Unsheathing a weapon: 4 SP
 Picking up an item: 4 SP

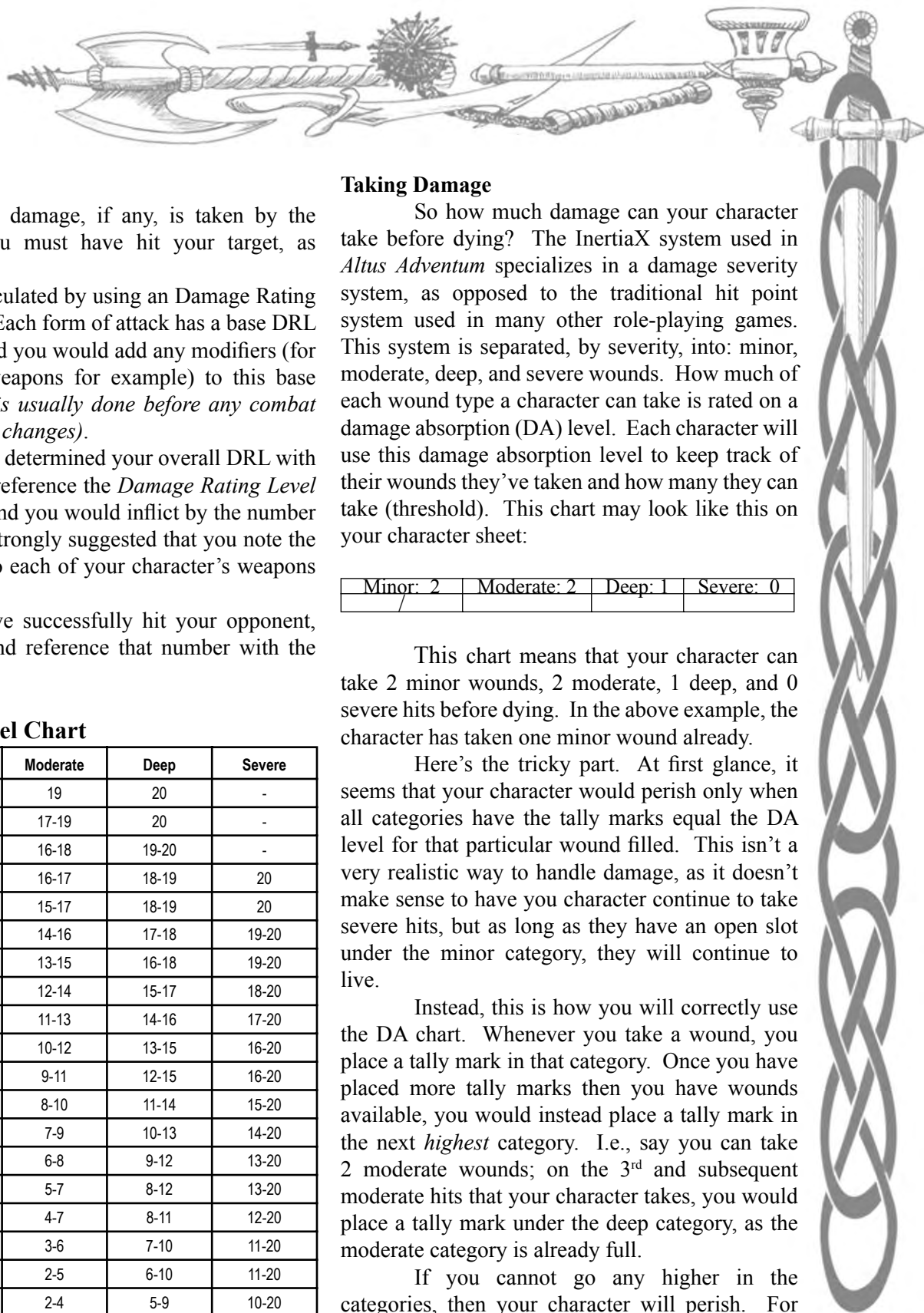
Hitting an Opponent and Dice Pools

So how do you know if you hit your opponent in combat? Every participant in combat will have a dice pool. The attacker will use their attacking dice pool, and the defender will use their defensive dice pool, naturally. Both parties will roll all of the dice in their pool, and will then compare their highest dice against each other. If the attacker has the higher number, then the attack succeeds; if the defender has the highest number, then the attack fails. If both the highest numbers are equal, then the next highest numbers in each of the pools is used. If these numbers are equal, then the process continues until either one number is higher, or one party runs out of dice to use. If both parties have the same number of dice in their pool, and all numbers are the same, then the defender will win by default.

Throughout this manual, you will encounter two types of modifiers that affect the dice pool. One modifier is adding a bonus or penalty shift to the dice pool level. This means that a +1 shift to the DP would mean instead of a DP level of 4, you would use a DP level of 5. The other modifier is adding a certain die type to your dice pool. This means that if your character gains a +d8 to your dice pool, you add an additional 8-sided dice to your pool. Note that maximum dice pool level is 25, and the minimum level is 1.

Dice Pool Chart:

DP Lvl	Dice	DP Lvl	Dice
1	1d4	14	2d12+1d10
2	2d4	15	2d12+2d10+2d8
3	1d6+1d4	16	1d20+1d10
4	2d6	17	1d20+2d12
5	2d6+1d4	18	1d20+2d12+2d10
6	1d8+1d6	19	2d20
7	2d8	20	2d20+2d12
8	2d8+1d6	21	2d20+2d12+2d10
9	1d10+1d8	22	3d20
10	1d10+2d8+1d6	23	3d20+2d12
11	2d10+2d8	24	4d20
12	1d12+2d10	25	5d20
13	1d12+2d10+2d8		



Figuring Damage

So how much damage, if any, is taken by the target? First off, you must have hit your target, as described above.

Damage is calculated by using an Damage Rating Level, or DRL score. Each form of attack has a base DRL score assigned to it, and you would add any modifiers (for strength or magical weapons for example) to this base score (*note: this step is usually done before any combat takes place, and rarely changes*).

Once you have determined your overall DRL with a weapon, you would reference the *Damage Rating Level Chart* to see what wound you would inflict by the number rolled on a d20. It is strongly suggested that you note the final DRL level next to each of your character's weapons for easy reference.

When you have successfully hit your opponent, you then roll a d20 and reference that number with the chart below.

Damage Rating Level Chart

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

Taking Damage

So how much damage can your character take before dying? The InertiaX system used in *Altus Adventum* specializes in a damage severity system, as opposed to the traditional hit point system used in many other role-playing games. This system is separated, by severity, into: minor, moderate, deep, and severe wounds. How much of each wound type a character can take is rated on a damage absorption (DA) level. Each character will use this damage absorption level to keep track of their wounds they've taken and how many they can take (threshold). This chart may look like this on your character sheet:

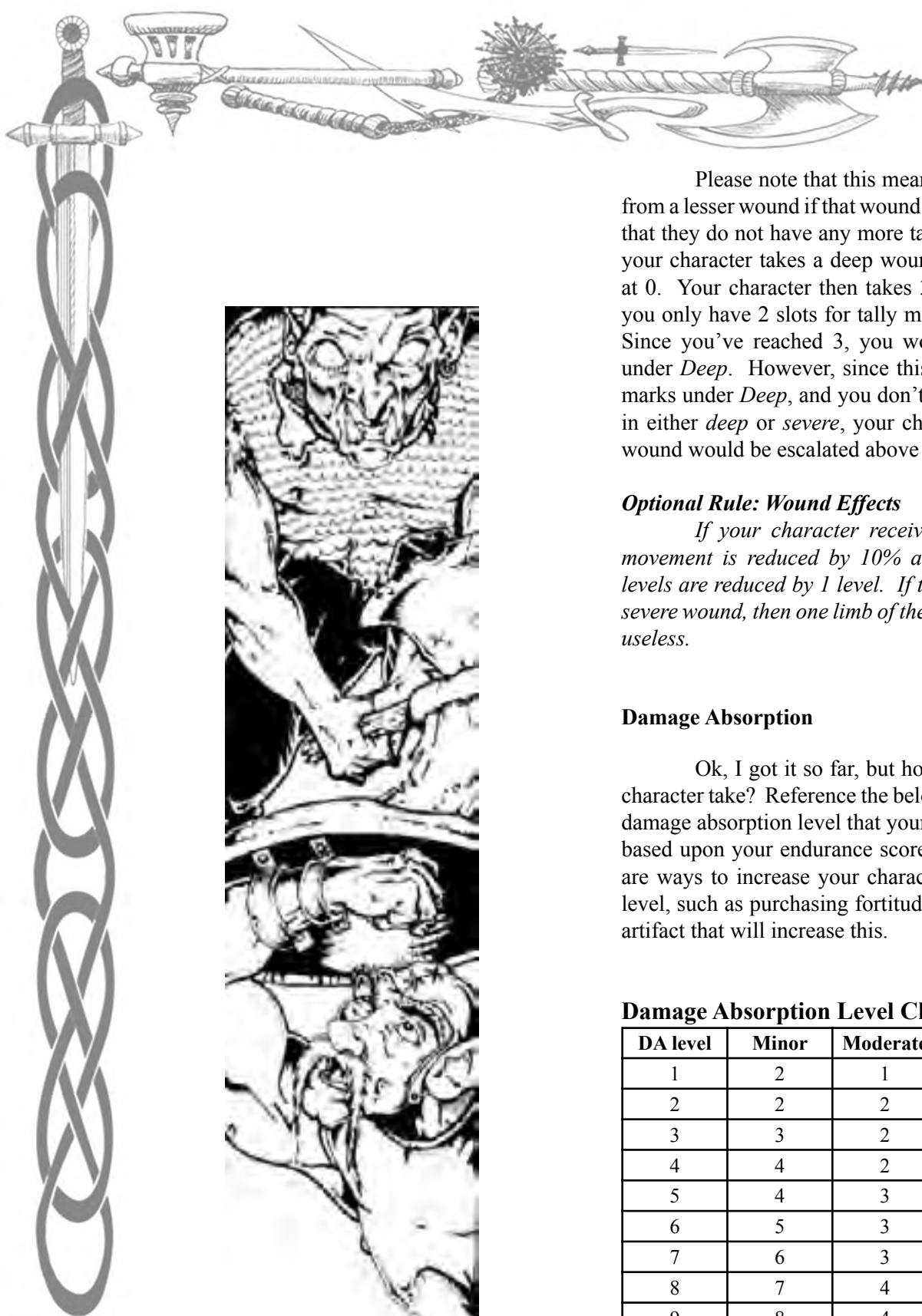
Minor: 2	Moderate: 2	Deep: 1	Severe: 0
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This chart means that your character can take 2 minor wounds, 2 moderate, 1 deep, and 0 severe hits before dying. In the above example, the character has taken one minor wound already.

Here's the tricky part. At first glance, it seems that your character would perish only when all categories have the tally marks equal the DA level for that particular wound filled. This isn't a very realistic way to handle damage, as it doesn't make sense to have you character continue to take severe hits, but as long as they have an open slot under the minor category, they will continue to live.

Instead, this is how you will correctly use the DA chart. Whenever you take a wound, you place a tally mark in that category. Once you have placed more tally marks then you have wounds available, you would instead place a tally mark in the next *highest* category. I.e., say you can take 2 moderate wounds; on the 3rd and subsequent moderate hits that your character takes, you would place a tally mark under the deep category, as the moderate category is already full.

If you cannot go any higher in the categories, then your character will perish. For example, let's say your character can take 1 severe wound and 2 deep wounds. During a fierce battle, your character takes a severe wound and two deep wounds, filling your threshold. The next severe *or* deep wound will kill your character, since the 3rd deep wound would automatically be a severe wound, which would in turn escalate further to a fatal wound.



Please note that this means your character can die from a lesser wound if that wound puts them into a category that they do not have any more tally marks left. Let's say your character takes a deep wound, leaving that category at 0. Your character then takes 3 moderate wounds, and you only have 2 slots for tally marks under that category. Since you've reached 3, you would add the third mark under *Deep*. However, since this would give you 2 total marks under *Deep*, and you don't have any available slots in either *deep* or *severe*, your character would die as the wound would be escalated above severe.

Optional Rule: Wound Effects

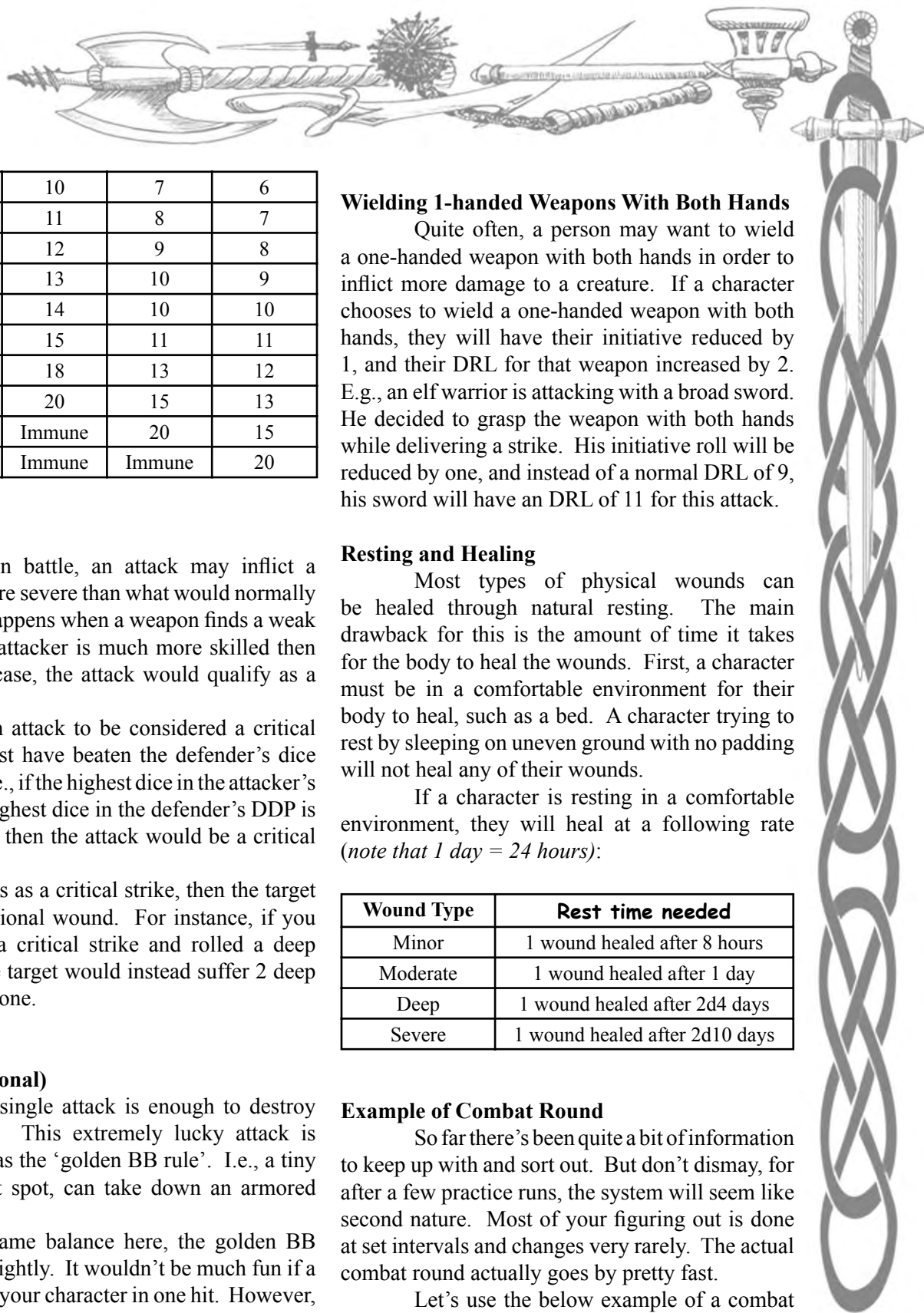
If your character receives a deep wound, their movement is reduced by 10% and both ADP and DDP levels are reduced by 1 level. If the character receives an severe wound, then one limb of the GM's choice is rendered useless.

Damage Absorption

Ok, I got it so far, but how much damage can my character take? Reference the below chart to determine the damage absorption level that your character will start with based upon your endurance score (see *Attributes*). There are ways to increase your character's damage absorption level, such as purchasing fortitude skills or find a magical artifact that will increase this.

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	2	1	0	0
2	2	2	0	0
3	3	2	1	0
4	4	2	1	1
5	4	3	2	1
6	5	3	3	1
7	6	3	3	2
8	7	4	3	2
9	8	4	3	3
10	9	5	4	3
11	10	5	4	3
12	11	6	4	3
13	12	7	5	4
14	13	8	5	4
15	14	9	6	5



16	15	10	7	6
17	20	11	8	7
18	25	12	9	8
19	30	13	10	9
20	35	14	10	10
21	40	15	11	11
22	50	18	13	12
23	Immune	20	15	13
24	Immune	Immune	20	15
25	Immune	Immune	Immune	20

Critical Strike

Occasionally in battle, an attack may inflict a wound that is much more severe than what would normally be rolled. This often happens when a weapon finds a weak point in armor, or the attacker is much more skilled than the defender. In this case, the attack would qualify as a critical strike.

In order for an attack to be considered a critical strike, the attacker must have beaten the defender's dice pool by five or more. I.e., if the highest dice in the attacker's ADP is a 12, and the highest dice in the defender's DDP is a 4 (a difference > 5), then the attack would be a critical strike.

If a hit qualifies as a critical strike, then the target would suffer one additional wound. For instance, if you succeeded in scoring a critical strike and rolled a deep wound for damage, the target would instead suffer 2 deep wounds instead of just one.

Golden BB Rule (optional)

Very rarely, a single attack is enough to destroy a creature in one hit. This extremely lucky attack is commonly referred to as the 'golden BB rule'. I.e., a tiny BB, if it hits the right spot, can take down an armored plane.

For rules of game balance here, the golden BB rule will be modified slightly. It wouldn't be much fun if a creature outright killed your character in one hit. However, due to the rarity of the golden BB rule occurring, the effect will still be devastating.

In order to see if an attack qualifies for this rule, you must have already scored a critical strike to your opponent. Once that is determined, if you roll a natural '20' on the d20, you would inflict 1d4 wounds *in addition* to the two already being inflicted to the target.

With this rule, it is possible to inflict up to 6 severe wounds to a target with a single attack!

Wielding 1-handed Weapons With Both Hands

Quite often, a person may want to wield a one-handed weapon with both hands in order to inflict more damage to a creature. If a character chooses to wield a one-handed weapon with both hands, they will have their initiative reduced by 1, and their DRL for that weapon increased by 2. E.g., an elf warrior is attacking with a broad sword. He decided to grasp the weapon with both hands while delivering a strike. His initiative roll will be reduced by one, and instead of a normal DRL of 9, his sword will have an DRL of 11 for this attack.

Resting and Healing

Most types of physical wounds can be healed through natural resting. The main drawback for this is the amount of time it takes for the body to heal the wounds. First, a character must be in a comfortable environment for their body to heal, such as a bed. A character trying to rest by sleeping on uneven ground with no padding will not heal any of their wounds.

If a character is resting in a comfortable environment, they will heal at a following rate (*note that 1 day = 24 hours*):

Wound Type	Rest time needed
Minor	1 wound healed after 8 hours
Moderate	1 wound healed after 1 day
Deep	1 wound healed after 2d4 days
Severe	1 wound healed after 2d10 days

Example of Combat Round

So far there's been quite a bit of information to keep up with and sort out. But don't dismay, for after a few practice runs, the system will seem like second nature. Most of your figuring out is done at set intervals and changes very rarely. The actual combat round actually goes by pretty fast.

Let's use the below example of a combat round to help explain the system. For ease of play, we will be using only the basic rules, and none of the optional rules.

Combatants:

Marcus- armed with a broad sword, ADP: 5 DRL: 8. Wearing a hard leather suit (DP: 3) and a medium shield (DP: +4) for a final DDP of 7.



Minor: 2	Moderate: 2	Deep: 1	Severe: 1
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Ogre- armed with a huge club, ADP: 5
DRL: 11. Wearing thick hide for a DDP of 5.

Minor: 3	Moderate: 3	Deep: 2	Severe: 1
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Both parties roll for initiative; Marcus rolls a 4, and the ogre rolls a 9 plus a modifier of +6 for a total initiative of 15. Marcus adds 7 for the SP cost of his sword and goes on 11. Marcus then subtracts the 7 SP cost from his SP pool. Because 11 is less than 15, Marcus attacks first. Both parties then roll their dice pools; ADP for Marcus, and DDP for the defending ogre. Marcus rolls a 5,3, and 2. The ogre rolls a 4,4, and 3. They compare the highest dice on each of their pools, and see that the attack hits, since Marcus's 5 beat the ogre's 4. Damage is now rolled.

Marcus rolls a d20 for a DRL of 8, getting a 12; a moderate wound to the ogre, and the GM places a tally mark under that category.

Now it's the ogre's turn, and it is irate after sustaining a hit. Both parties again roll their pools. The ogre rolls a 6, 3, and a 2. Marcus defends rolling a 1 and a 1. The ogre's 6 beats Marcus's 1, so the attack hits.

The ogre then rolls for damage with its great club. The ogre rolls an 18 on the d20, and with a DRL of 11, he inflicts a severe wound to Marcus. However, since the attack was a critical strike, one additional severe wound is suffered by Marcus.

Marcus cannot take more than one severe hit, so he is crushed like a grape. The moral here: don't attack ogres unless you've got some serious firepower.

Surprise

Occasionally it may occur that the characters will either be the victims of a surprise attack, or be participants in surprising another group. The GM will actually determine whether or not a group is surprised or not by weighing in many factors that could apply.

If a group is surprised, they will automatically lose all their actions for the round of the initial attack only. The attackers will also gain a +4 bonus to all ADP rolls for the initial round.

Please keep in mind that some characters

might have alertness or some other ability that would reduce or eliminate this bonus if they are attacked. Again, GM has complete discretion on how to handle each individual situation.

Poison & Disease

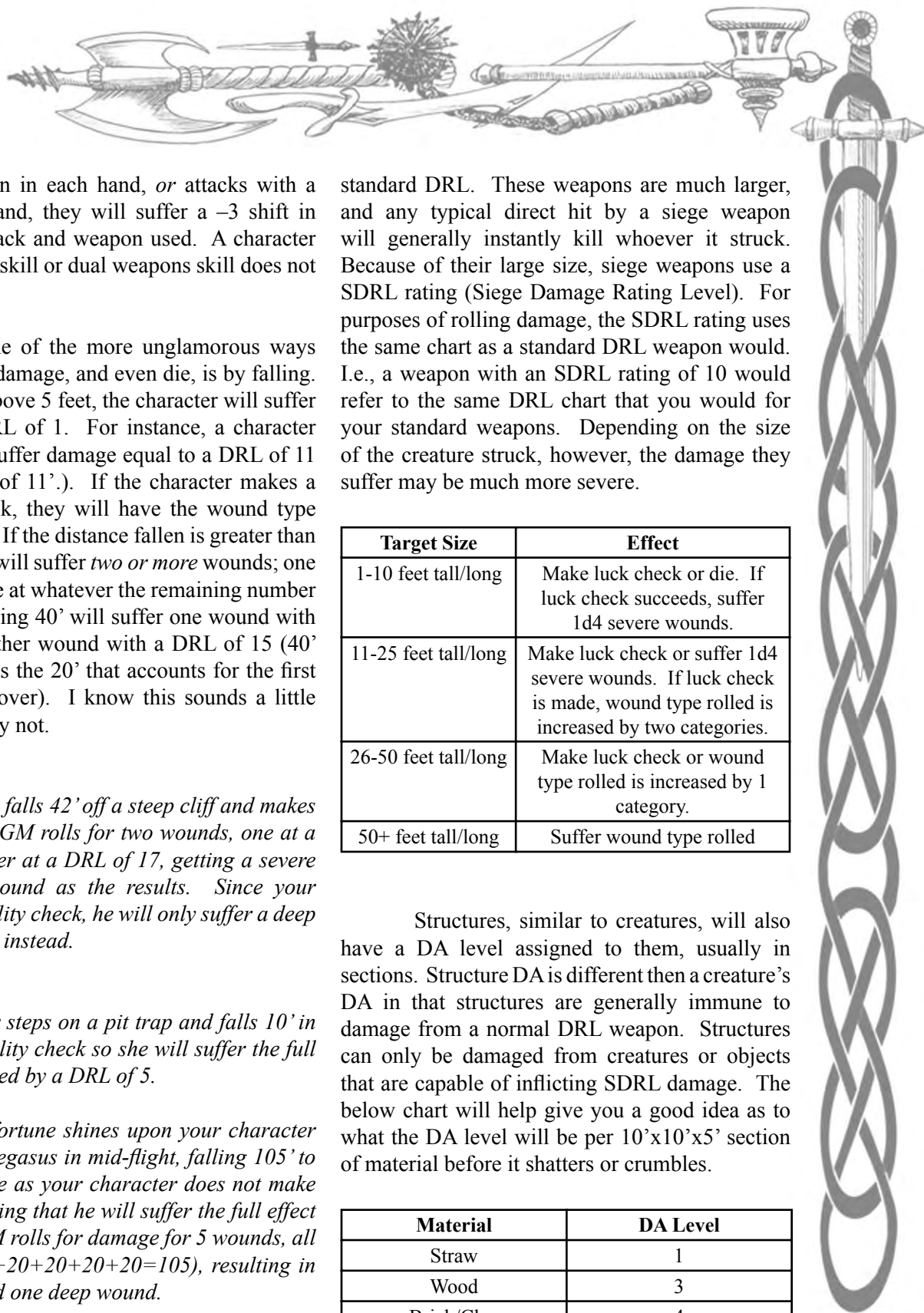
Poison is used by many creatures, and the occasionally unscrupulous character, to overcome their opponents. The chance of a character encountering a poison wielding opponent during their career is likely. If a character is successfully struck by a poisoned weapon, then they must make a luck check. If successful, then they only suffer 1d4 minor wounds. If unsuccessful by less than 15, then the character will suffer a moderate wound every minute for 3d10 minutes or until neutralized or dead. If unsuccessful by 15 or more, then the character will suffer a deep wound every minute until neutralized. Thus, if a character with a luck score of 66 is struck by a scorpion, and their luck roll is a 42 (a difference of more than 15), then that character will suffer a deep wound every minute until they are either cured or die.

Occasionally, it is also possible for a character to contract a disease through their adventures as well. Once a character gets a disease, they will lose 1d4 endurance and strength points per day until either healed, or they die. The most common way to cure a disease is through magical means, or by visiting a temple healer.

Multiple Weapons

If a character chooses to attack with multiple





weapons, i.e. a weapon in each hand, *or* attacks with a weapon in their off hand, they will suffer a -3 shift in their ADP for each attack and weapon used. A character with the ambidexterity skill or dual weapons skill does not suffer this penalty.

Falling Damage: One of the more unglamorous ways for a character to take damage, and even die, is by falling. For every foot fallen above 5 feet, the character will suffer damage equal to a DRL of 1. For instance, a character falling 16 feet would suffer damage equal to a DRL of 11 (16'-5' = a difference of 11'). If the character makes a successful agility check, they will have the wound type reduced by 1 category. If the distance fallen is greater than 25', then the character will suffer *two or more* wounds; one at a DRL of 20, and one at whatever the remaining number is. I.e., a character falling 40' will suffer one wound with a DRL of 20, and another wound with a DRL of 15 (40' minus the free 5' minus the 20' that accounts for the first wound equals 15 left over). I know this sounds a little confusing, but it's really not.

Example 1:

Your character falls 42' off a steep cliff and makes his agility check. The GM rolls for two wounds, one at a DRL of 20 and the other at a DRL of 17, getting a severe wound and a deep wound as the results. Since your character made his agility check, he will only suffer a deep and a moderate wound instead.

Example 2:

Your character steps on a pit trap and falls 10' in a pit. She fails her agility check so she will suffer the full wound that is determined by a DRL of 5.

Example 3: True misfortune shines upon your character as he is bucked off a pegasus in mid-flight, falling 105' to the ground. You cringe as your character does not make his agility check, assuring that he will suffer the full effect of the wounds. The GM rolls for damage for 5 wounds, all with a DRL of 20 (25+20+20+20+20=105), resulting in four severe wounds and one deep wound.

Optional Rule: Broken Limbs

For every severe wound that the character suffers, they will also suffer a broken bone. The bone type and severity is up to the discretion of the GM.

Siege Weapons

Siege weapons such as a catapult, ballista, or trebuchet use a slightly different damage rating than the

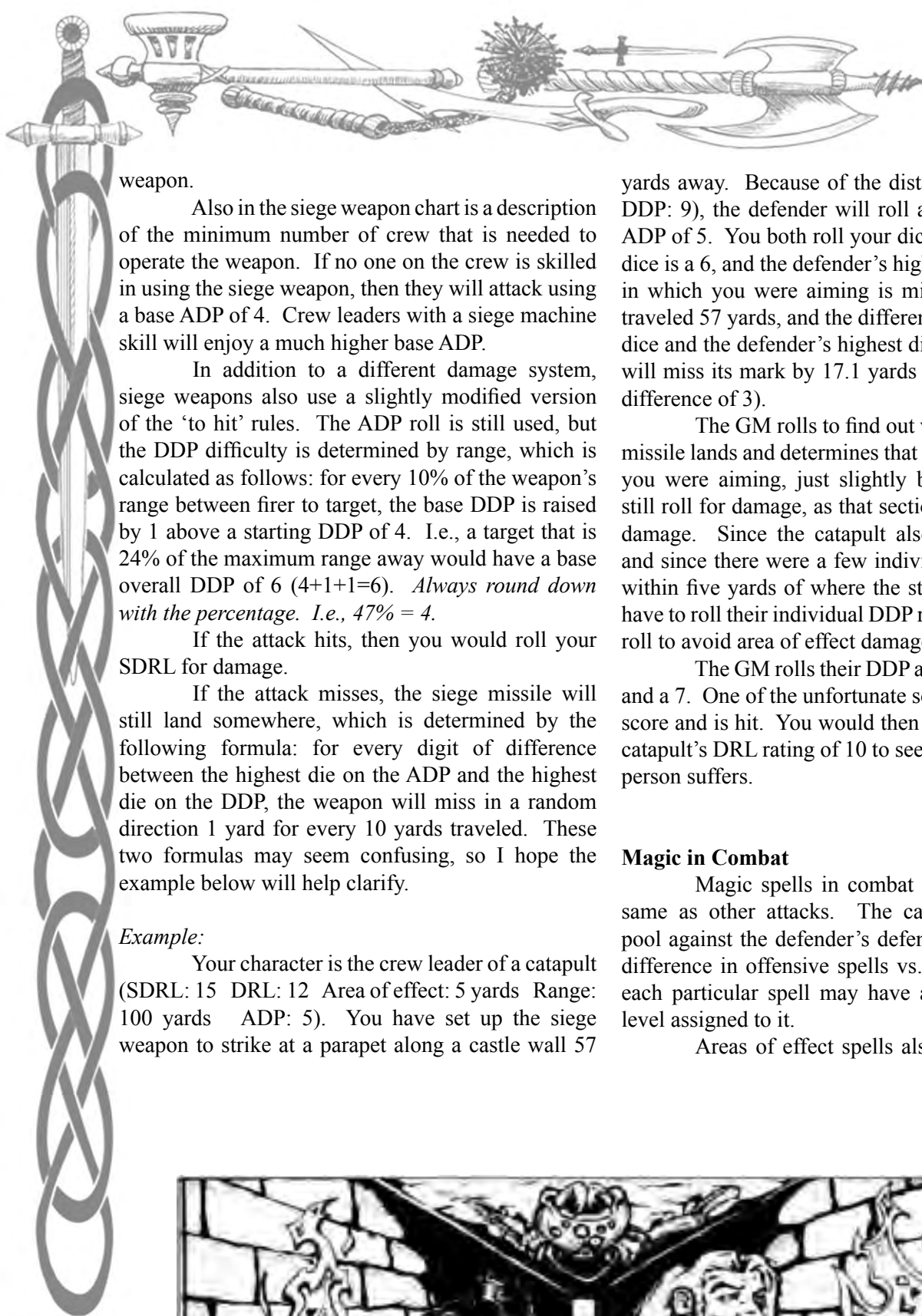
standard DRL. These weapons are much larger, and any typical direct hit by a siege weapon will generally instantly kill whoever it struck. Because of their large size, siege weapons use a SDRL rating (Siege Damage Rating Level). For purposes of rolling damage, the SDRL rating uses the same chart as a standard DRL weapon would. I.e., a weapon with an SDRL rating of 10 would refer to the same DRL chart that you would for your standard weapons. Depending on the size of the creature struck, however, the damage they suffer may be much more severe.

Target Size	Effect
1-10 feet tall/long	Make luck check or die. If luck check succeeds, suffer 1d4 severe wounds.
11-25 feet tall/long	Make luck check or suffer 1d4 severe wounds. If luck check is made, wound type rolled is increased by two categories.
26-50 feet tall/long	Make luck check or wound type rolled is increased by 1 category.
50+ feet tall/long	Suffer wound type rolled

Structures, similar to creatures, will also have a DA level assigned to them, usually in sections. Structure DA is different than a creature's DA in that structures are generally immune to damage from a normal DRL weapon. Structures can only be damaged from creatures or objects that are capable of inflicting SDRL damage. The below chart will help give you a good idea as to what the DA level will be per 10'x10'x5' section of material before it shatters or crumbles.

Material	DA Level
Straw	1
Wood	3
Brick/Clay	4
Stone	5
Granite	6

You may also notice that some siege weapons have both an SDRL and a DRL rating. The SDRL is used on a direct hit, while the DRL is used for those caught in the area effect of the



weapon.

Also in the siege weapon chart is a description of the minimum number of crew that is needed to operate the weapon. If no one on the crew is skilled in using the siege weapon, then they will attack using a base ADP of 4. Crew leaders with a siege machine skill will enjoy a much higher base ADP.

In addition to a different damage system, siege weapons also use a slightly modified version of the 'to hit' rules. The ADP roll is still used, but the DDP difficulty is determined by range, which is calculated as follows: for every 10% of the weapon's range between firer to target, the base DDP is raised by 1 above a starting DDP of 4. I.e., a target that is 24% of the maximum range away would have a base overall DDP of 6 ($4+1+1=6$). *Always round down with the percentage. I.e., $47\% = 4$.*

If the attack hits, then you would roll your SDRL for damage.

If the attack misses, the siege missile will still land somewhere, which is determined by the following formula: for every digit of difference between the highest die on the ADP and the highest die on the DDP, the weapon will miss in a random direction 1 yard for every 10 yards traveled. These two formulas may seem confusing, so I hope the example below will help clarify.

Example:

Your character is the crew leader of a catapult (SDRL: 15 DRL: 12 Area of effect: 5 yards Range: 100 yards ADP: 5). You have set up the siege weapon to strike at a parapet along a castle wall 57

yards away. Because of the distance ($57 \text{ yards} = 57\% = \text{DDP: } 9$), the defender will roll a DDP of 9 against your ADP of 5. You both roll your dice pools and your highest dice is a 6, and the defender's highest dice is a 9. The area in which you were aiming is missed. Since the missile traveled 57 yards, and the difference between your highest dice and the defender's highest dice is 3, the stone missile will miss its mark by 17.1 yards ($5.7 \text{ yards for distance } \times \text{ difference of } 3$).

The GM rolls to find out which direction the stone missile lands and determines that it hits to the left of where you were aiming, just slightly below the parapet. You still roll for damage, as that section of the wall will suffer damage. Since the catapult also has an area of effect, and since there were a few individuals manning that wall within five yards of where the stone hit, they would also have to roll their individual DDP rolls against your original roll to avoid area of effect damage.

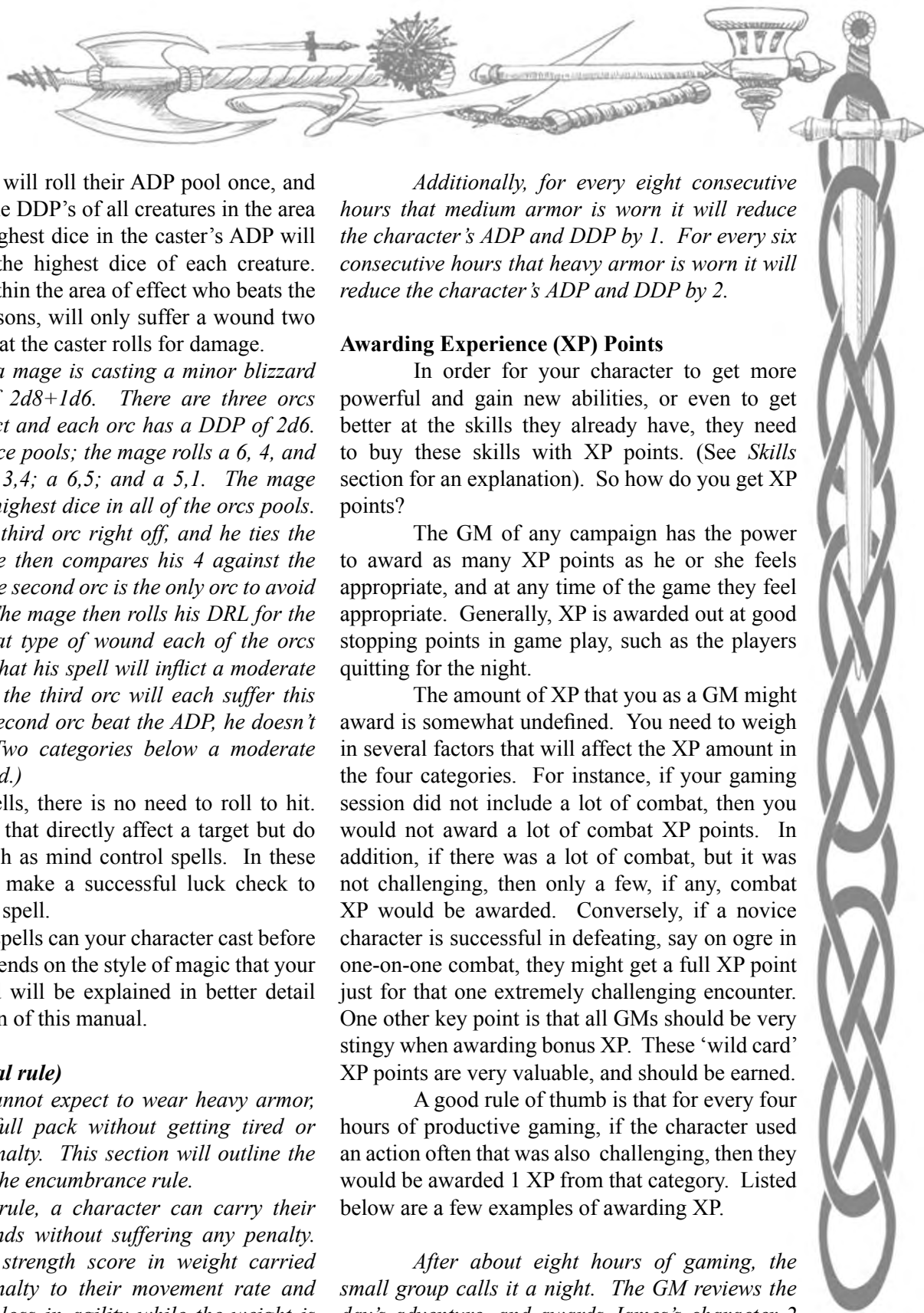
The GM rolls their DDP and the results are a 4, a 9, and a 7. One of the unfortunate souls rolled less than your score and is hit. You would then roll your damage for the catapult's DRL rating of 10 to see what type of wound that person suffers.

Magic in Combat

Magic spells in combat are done very much the same as other attacks. The caster will roll their dice pool against the defender's defense dice pool. The main difference in offensive spells vs. standard combat is that each particular spell may have a unique base dice pool level assigned to it.

Areas of effect spells also have a special rule to





them. First, the caster will roll their ADP pool once, and compare that against the DDP's of all creatures in the area of effect. Thus, the highest dice in the caster's ADP will be compared against the highest dice of each creature. Any creature that is within the area of effect who beats the caster in pool comparisons, will only suffer a wound two categories less than what the caster rolls for damage.

For example, a mage is casting a minor blizzard spell with an ADP of 2d8+1d6. There are three orcs within the area of effect and each orc has a DDP of 2d6. All parties roll their dice pools; the mage rolls a 6, 4, and 2, and the orcs roll a 3,4; a 6,5; and a 5,1. The mage compares his 6 to the highest dice in all of the orcs pools. He beats the first and third orc right off, and he ties the second orc. The mage then compares his 4 against the orc's 5, and loses, so the second orc is the only orc to avoid most of the damage. The mage then rolls his DRL for the spell to determine what type of wound each of the orcs will receive, and sees that his spell will inflict a moderate wound. The first and the third orc will each suffer this wound, but since the second orc beat the ADP, he doesn't suffer any wound. (Two categories below a moderate wound equals no wound.)

With some spells, there is no need to roll to hit. These spells are spells that directly affect a target but do not inflict damage, such as mind control spells. In these cases, the target must make a successful luck check to avoid the effects of the spell.

So how many spells can your character cast before needing rest? This depends on the style of magic that your character is using, and will be explained in better detail under the *Magic* section of this manual.

Encumbrance (optional rule)

A character cannot expect to wear heavy armor, six weapons, and a full pack without getting tired or suffering an agility penalty. This section will outline the penalties and address the encumbrance rule.

As a general rule, a character can carry their strength score in pounds without suffering any penalty. From 1x to 2x their strength score in weight carried will suffer a 10% penalty to their movement rate and a temporary 10 point loss in agility while the weight is carried. From 2x to 3x their strength score will incur a 50% movement penalty and a 30 point loss in agility while the weight is being carried. No character can carry more than 3x their strength score in pounds.

As an alternate simpler rule, any light rated armor will restrict the wearer to 90% of their movement rate, while medium armor limits movement rates to 75%, and heavy armor 50%.

Additionally, for every eight consecutive hours that medium armor is worn it will reduce the character's ADP and DDP by 1. For every six consecutive hours that heavy armor is worn it will reduce the character's ADP and DDP by 2.

Awarding Experience (XP) Points


In order for your character to get more powerful and gain new abilities, or even to get better at the skills they already have, they need to buy these skills with XP points. (See *Skills* section for an explanation). So how do you get XP points?

The GM of any campaign has the power to award as many XP points as he or she feels appropriate, and at any time of the game they feel appropriate. Generally, XP is awarded out at good stopping points in game play, such as the players quitting for the night.

The amount of XP that you as a GM might award is somewhat undefined. You need to weigh in several factors that will affect the XP amount in the four categories. For instance, if your gaming session did not include a lot of combat, then you would not award a lot of combat XP points. In addition, if there was a lot of combat, but it was not challenging, then only a few, if any, combat XP would be awarded. Conversely, if a novice character is successful in defeating, say an ogre in one-on-one combat, they might get a full XP point just for that one extremely challenging encounter. One other key point is that all GMs should be very stingy when awarding bonus XP. These 'wild card' XP points are very valuable, and should be earned.

A good rule of thumb is that for every four hours of productive gaming, if the character used an action often that was also challenging, then they would be awarded 1 XP from that category. Listed below are a few examples of awarding XP.

After about eight hours of gaming, the small group calls it a night. The GM reviews the day's adventure, and awards James's character 2 combat XP (for the many battles he was involved in) and 1 bonus XP (for excellent role-playing). The GM then goes to Shannon's character, and awards 1 combat XP (for overall good combat challenges she faced), 1 stealth XP (for being sneaky a few times during the game), 1 mystic XP (for having her character spend several hours of game time studying lore at the library), but no bonus XP (OK



role-playing, but nothing spectacular).

After a few hours of gaming, the GM reviews the characters' actions and even though the mighty Thorin slew many goblins, the creatures were clearly outclassed by the warrior, so he does not award any combat XP to Thorin. Jax, on the other hand, was able to defeat creatures much more tougher than himself through cunning and a little bit of luck. The GM awards Jax 2 combat XP and 1 stealth XP.

Experience Titles

To help out a GM wanting to create a new campaign, players are assigned levels of adventure experience. The Adventure PAKs (stand alone adventures) are identified by the recommended experience title level of character to take on that adventure. The adventure wouldn't be very fun for a new character to battle a dragon, would it? These levels are in place to try to guide GMs and players for game balance.

Experience title levels are separated into *rookie*, *novice*, *adventurer*, *veteran*, *professional*, *elite*, and *master*. The game is balanced in a way that a novice character has almost no chance of beating an elite character on an even battlefield.

Characters advance through experience titles based on two pieces of criteria. First is the minimum XP requirement, and second is the minimum character skill requirement. Reference the below chart to see these requirements.

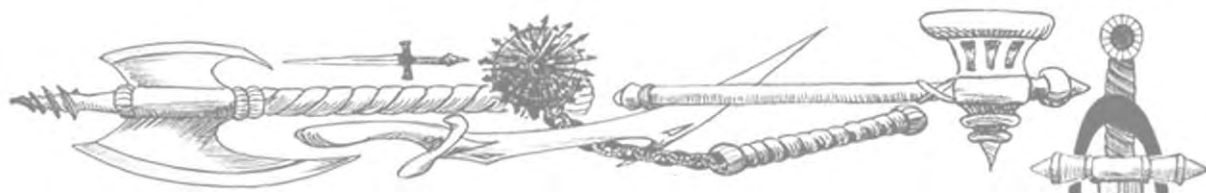
Experience Title is the title the character earns when they have met the two requirements. *Min XP* is the total amount of XP points that have been awarded to the character since the character began adventuring. *Min Skl Lvl* is the minimum level of skill that they character must have learned. For example, a *Min Skl Lvl* of 3 means that the character must have at least one skill at level 3 before being awarded the corresponding experience title. I.e., before a character can be awarded the title of *veteran*, they must have at least one of their skills at level 3, such as *skilled blades*, and must have also accrued at least 50 total XP points.

In addition, when a character reaches certain experience titles, they are also awarded some universal benefits, regardless of race or guild affiliation. When a character achieves the title of *Adventurer*, they will gain a +1 bonus to all of their ADP rolls. When a character reaches the title of *Professional*, they will be awarded a bonus +1 to

their DA level. And finally, when a character achieves the title of *Master*, they will gain a bonus +1 to their base DDP and DA level.

Experience Title	Min XP	Min Skl Lvl
Rookie	0	1
Novice	10	2
Adventurer	20	2
Veteran	50	3
Professional	100	4
Elite	175	5
Master	300	5





UNARMED COMBAT (Martial Arts)

Martial arts, which includes all forms of unarmed combat, is a disciplined style of fighting by using one's own body as weapon. Many styles have formed over the centuries, blossoming into an art form unto themselves. Whereas there are literally hundreds of variants and styles in today's real world, only a select few, the most popular, will be available here. For those wanting to learn a different style, get with your GM to hash out the details of that style.

Each of the styles will have a brief description of the style, starting ADP, DDP, and DRL statistics, as well as starting maneuvers. Additional maneuvers can be learned by spending an XP point for every additional maneuver learned. Note that characters cannot learn a maneuver unless they are skilled in the style of martial arts that teaches that maneuver, which is detailed on the chart following.

It is possible for a character to learn more than one style of martial arts. Before a character can learn a second form of martial arts, they must first have learned all maneuvers in their first style. When a character does know more than one style, they must declare which style they are using in combat, and will use that style's ADP, DDP, and DRL for the attacks and defense.

Some martial arts maneuvers are percentage based skills, as opposed to an attack or defense. In these cases, skill advancement can be done the same as any other percentage based skill.

For those that do not have any particular style learned, and have not spent any XP points, they will have a base DRL of 3 and ADP/DDP of 1 when fighting unarmed, as well as a base SP cost of 5 for every action. Character's with a strength score of between 60-75 will gain an additional +1 to their DRL; a strength between 76-90 will grant a +2 bonus to their DRL, and strength above 91 will enjoy a +3 bonus to their DRL when fighting unarmed. In addition, characters with an agility of 60-75 will enjoy a +1 bonus to their dice pool; an agility of 76-90 will get a +2 bonus, and an agility of over 90 will gain a +3 bonus to their dice pool level.

Repetitive Actions

One thing to keep in mind when engaged in martial arts combat is that repetitive maneuvers are easier to predict, and the target will be able to dodge them more effectively. In game terms, for every consecutive action of the same maneuver being attempted, a -1 ADP penalty

will be applied. Thus, on the 2nd consecutive attack using a punch maneuver, the attacker would have a -1 penalty to their ADP. On the 3rd consecutive maneuver, a -2 penalty would be incurred, and so on.

Likewise, if a character uses the same two or three maneuvers over and over again, the GM may also enforce a penalty to the attacker's ADP, or may give a bonus to the defender's DDP.

Overbearing


Another tried and true method of unarmed combat is to try to overbear your opponent. If an attacker is attempting to overbear you, they must first roll a successful ADP roll (at a +2 bonus) against your DDP for their base style. If they are successful, you must make a successful strength check at a penalty that is determined by their weight and your maximum encumbrance percentage. I.e., if your maximum weight allowance is 200 lbs, and three 35 pound dogs are attempting to overbear you (total of 105 lbs), you would have a 48% chance of resisting the attempt, as 105 pounds is 52.5% of 200 pounds. 100 minus 52.5 equal 47.5, rounded up is 48%.

If a character has been overwhelmed, they will fall to the ground and forfeit all actions that round. On the next round, all other opponents will gain a +3 to their ADP when attacking, while the character will suffer a +3 penalty to their SP cost of actions, and a -3 shift to their ADP while being overwhelmed.

Wrestling

Wrestling is the art of close quarter grappling with an opponent. Each person constantly searches for leverage to overpower an opponent, and physical contact is almost never broken. When a character is successful in overpowering their opponent, they have a tremendous advantage and control over their opponent. This does not mean that victory is assured, for a skilled opponent may find a way to reverse the situation and become the controller instead of the controlled.

All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, the attacker will roll their ADP against the DDP roll of the defender. Whoever succeeds



will have successfully gained the advantage. They will then have immobilized the opponent for that round as well as inflicting damage according to their DRL if they so choose.

Once someone finds themselves at a disadvantage, all is not lost, and they may have another opportunity to break the hold. During the next round the disadvantaged person will suffer a -1 penalty to their ADP and DDP for each roll.

If a character is skilled in wrestling, they will use a base ADP and DDP of level 3, and will enjoy a +1 bonus to their DRL as well as a base SP cost of 4. The character will also start off with the *body slam* and *hold* maneuvers.

Boxing

Boxing is one of the oldest styles of fighting; using the fists as the primary weapon to pummel the target. A character with this skill will have a base ADP of 4, DDP of 2, and a DRL of 4 as well as a base SP cost of 4. The character will also start out with the *punch* and *roundhouse punch* maneuvers.

Aikido

Aikido is a primarily defensive martial art, focusing on rhythmic maneuvers to use the opponents strength against them rather than to use dynamic attacks. A character choosing this skill will have a base ADP of 2, DDP of 4, and DRL of 3 as well as a base SP cost of 3. The character will also start out with the *dodge*, *joint lock*, and *punch* maneuvers.

Tae Kwon Do

Tae Kwon Do specializes in dynamic kicks and a few strikes to inflict damage to their target. A character choosing this skill will use a base DRL of 5, and ADP of 3, and a DDP of 2 as well as a base SP cost of 4. The character will also start out with the *front kick*, *side kick*, and *roundhouse kick* maneuvers.

Karate

One of the most common forms of martial arts, Karate specializes in hand strikes and blocks. A character with this skill have a base ADP of 3, DDP of 3, and DRL of 4 as well as a base SP cost of 4. The character will also start out with the *punch*, *arm block*,

and *front kick* maneuvers.

Kung Fu

Another popular martial art style, kung fu specializes in a good balance between pain threshold aptitude with a good variety of strikes and kicks. A character with this skill will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 3. The character will also start out with the *arm block* and *backfist* maneuvers.

Ninjitsu

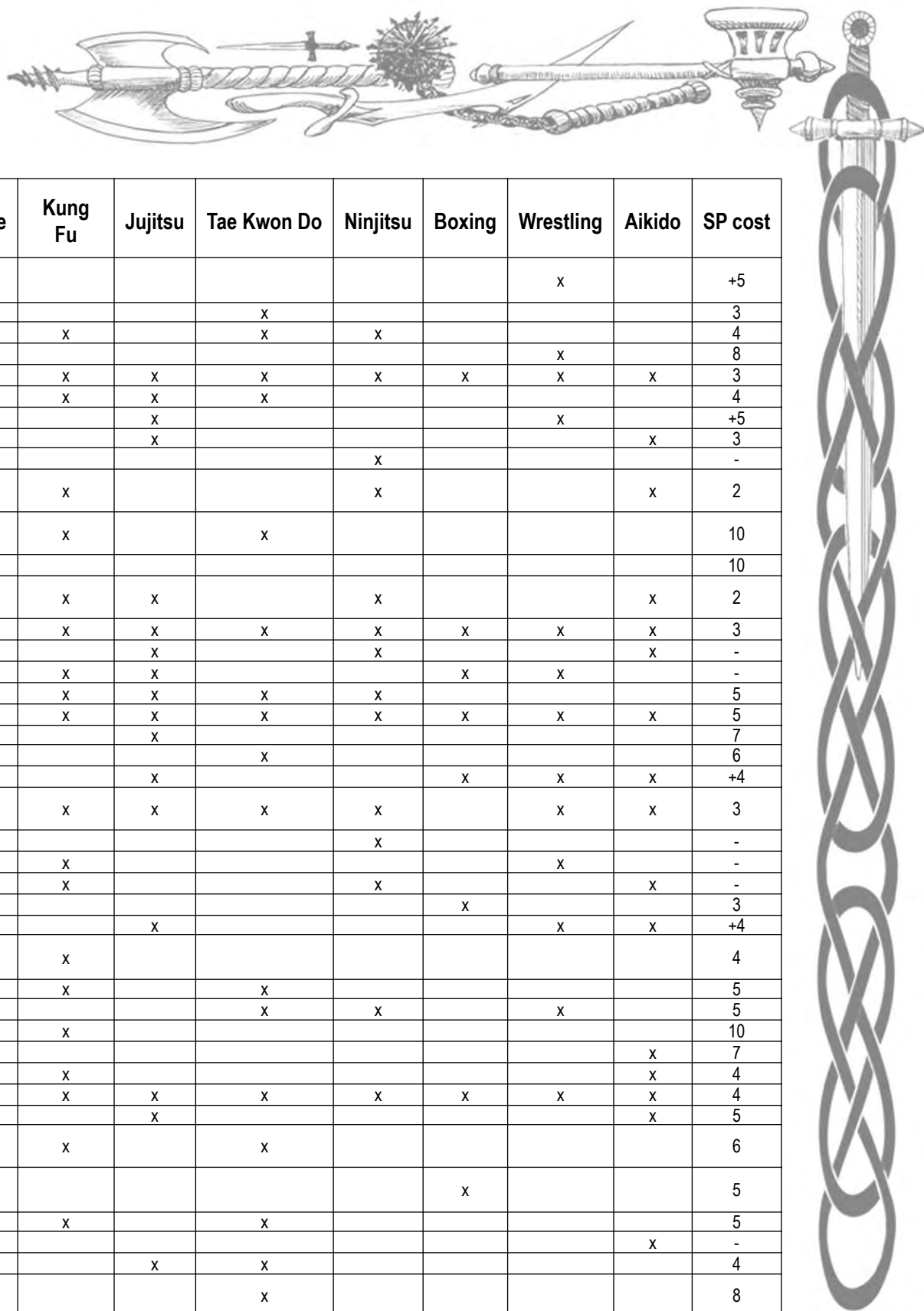
The rarest and most secretive form of martial arts, ninjitsu specializes in stealth and ingenuity of weapons use. This style focuses on keeping a low profile, and is much less flashy than Tae Kwon Do or Kung Fu. Because of this, the character must have a very good reason to learn this secretive style, as finding a teacher is near impossible.

A character who is skilled in ninjitsu will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 4. They will also have the starting maneuvers of *climbing* and *front kick*.

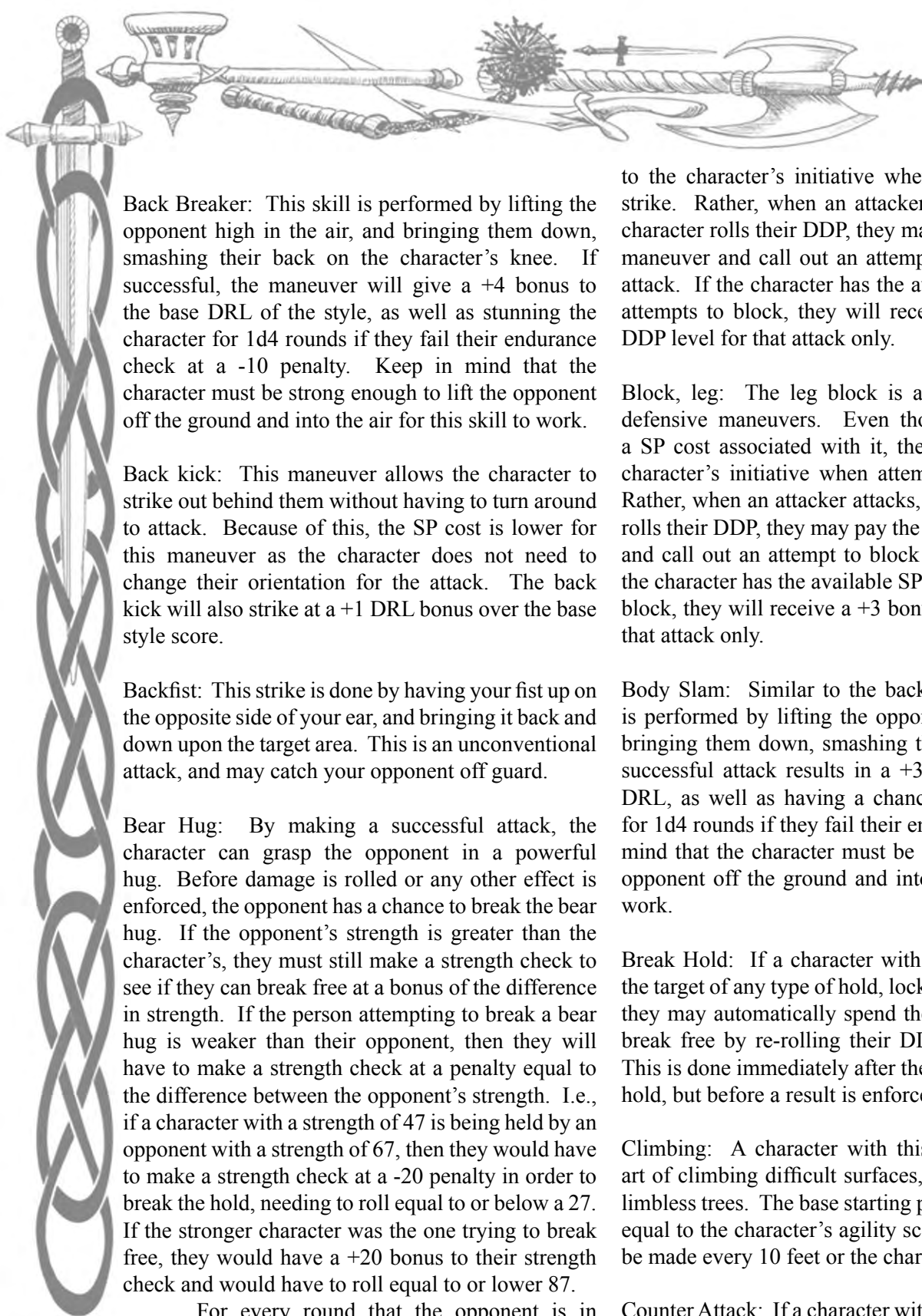
Jujitsu

A combination of grappling and striking, jujitsu specializes in defensive throws and immobilization maneuvers. A character with this style will have a base ADP of 3, DDP of 3, and DRL of 3 as well as a base SP cost of 4. The character will also start out with the *throw* and *fall* maneuvers.





Maneuver	Karate	Kung Fu	Jujitsu	Tae Kwon Do	Ninjitsu	Boxing	Wrestling	Aikido	SP cost
back breaker							x		+5
back kick				x					3
backfist	x	x		x	x				4
bear hug							x		8
block, arm	x	x	x	x	x	x	x	x	3
block, leg	x	x	x	x					4
body slam			x				x		+5
break hold			x					x	3
climbing					x				-
counter attack		x			x			x	2
crushing blow	x	x		x					10
death touch	x								10
deflect arrows	x	x	x		x			x	2
dodge	x	x	x	x	x	x	x	x	3
fall			x		x			x	-
fortitude	x	x	x			x	x		-
front kick	x	x	x	x	x				5
grapple	x	x	x	x	x	x	x	x	5
great throw			x						7
hammer kick				x					6
headlock			x			x	x	x	+4
Instant stand	x	x	x	x	x		x	x	3
invisibility					x				-
iron skin	x	x					x		-
iron will		x			x			x	-
jab	x					x			3
joint lock			x				x	x	+4
knife hand strike	x	x							4
leap		x		x					5
leg sweep				x	x		x		5
levitation		x							10
nerve strike								x	7
palm strike	x	x						x	4
punch	x	x	x	x	x	x	x	x	4
reversal			x					x	5
roundhouse kick	x	x		x					6
roundhouse punch						x			5
side kick	x	x		x					5
side step								x	-
snap kick			x	x					4
spinning kick				x					8
steel skin		x							-
throw			x				x	x	+5
trackless step					x				-
uppercut						x			4
weapon	x	x		x	x				-
weapon catch					x			x	3



Back Breaker: This skill is performed by lifting the opponent high in the air, and bringing them down, smashing their back on the character's knee. If successful, the maneuver will give a +4 bonus to the base DRL of the style, as well as stunning the character for 1d4 rounds if they fail their endurance check at a -10 penalty. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work.

Back kick: This maneuver allows the character to strike out behind them without having to turn around to attack. Because of this, the SP cost is lower for this maneuver as the character does not need to change their orientation for the attack. The back kick will also strike at a +1 DRL bonus over the base style score.

Backfist: This strike is done by having your fist up on the opposite side of your ear, and bringing it back and down upon the target area. This is an unconventional attack, and may catch your opponent off guard.

Bear Hug: By making a successful attack, the character can grasp the opponent in a powerful hug. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the bear hug. If the opponent's strength is greater than the character's, they must still make a strength check to see if they can break free at a bonus of the difference in strength. If the person attempting to break a bear hug is weaker than their opponent, then they will have to make a strength check at a penalty equal to the difference between the opponent's strength. I.e., if a character with a strength of 47 is being held by an opponent with a strength of 67, then they would have to make a strength check at a -20 penalty in order to break the hold, needing to roll equal to or below a 27. If the stronger character was the one trying to break free, they would have a +20 bonus to their strength check and would have to roll equal to or lower 87.

For every round that the opponent is in the bear hug, they will continue to take damage automatically every round. They do, however, have one opportunity per round of attempting to break free as described above.

Block, arm: The arm block is one of the basic defensive maneuvers. Even though this maneuver has a SP cost associated with it, there is no modifier

to the character's initiative when attempting to block a strike. Rather, when an attacker attacks, and before the character rolls their DDP, they may pay the SP cost of this maneuver and call out an attempt to block the incoming attack. If the character has the available SP to spend and attempts to block, they will receive a +2 bonus to their DDP level for that attack only.

Block, leg: The leg block is another one of the basic defensive maneuvers. Even though this maneuver has a SP cost associated with it, there is no modifier to the character's initiative when attempting to block a strike. Rather, when an attacker attacks, and before the character rolls their DDP, they may pay the SP cost of this maneuver and call out an attempt to block the incoming attack. If the character has the available SP to spend and attempts to block, they will receive a +3 bonus to their DDP level for that attack only.

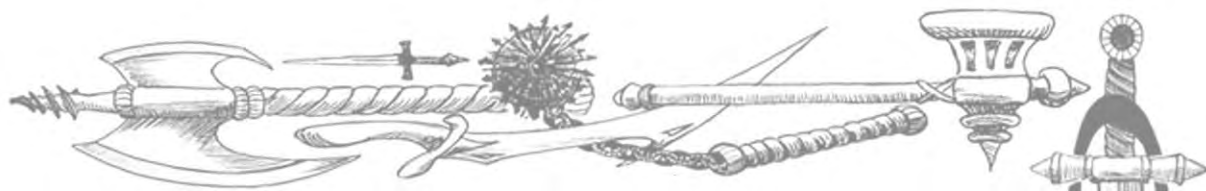
Body Slam: Similar to the back breaker, this maneuver is performed by lifting the opponent high in the air, and bringing them down, smashing them into the ground. A successful attack results in a +3 bonus to the attacker's DRL, as well as having a chance of stunning the target for 1d4 rounds if they fail their endurance check. Keep in mind that the character must be strong enough to lift the opponent off the ground and into the air for this skill to work.

Break Hold: If a character with this maneuver has been the target of any type of hold, lock, or grappling maneuver, they may automatically spend the SP cost and attempt to break free by re-rolling their DDP for a second chance. This is done immediately after the attacker succeeds in the hold, but before a result is enforced.

Climbing: A character with this skill has practiced the art of climbing difficult surfaces, such as stone walls and limbless trees. The base starting percentage for this skill is equal to the character's agility score, and an attempt must be made every 10 feet or the character will fall.

Counter Attack: If a character with this maneuver chooses, they may spend the SP cost of this skill to automatically get a free attack on the target immediately following an attack from the target on them. This counter attack will always be a hand or light kick, having the base ADP and DRL ratings of the style.

Crushing Blow: Not really being an attack, this maneuver is used to break wood, brick, and stone objects. The



character can break $\frac{1}{2}$ " of wood or $\frac{1}{4}$ " of brick per experience title level.

Death Touch: A rare maneuver known only the most dedicated karate masters, the death touch is a focus of energy channeled into one single attack for the entire round. If successful, the attack will kill the target if they fail to make an endurance check. Even if they succeed, they will still take damage equal to the base DRL of the style +3. This skill cannot be learned until the character has learned all of the other karate maneuvers.

Deflect Arrows: Through constant practice, the character has become fast and focused enough to literally deflect incoming objects such as arrows, daggers, and darts. The base percentage of success is equal to $\frac{1}{2}$ of the character's agility score, and an attempt must be made with each incoming missile.

Dodge: A character with this maneuver must declare the dodge at the beginning of the round, and the SP cost must be paid. For the remainder of the round, they will receive a +1 bonus to their DDP.

Fall: By mastering how their bodies fall and hit the ground, a character with this maneuver has learned to minimize the damage taken from falling. Any character with this skill

will not suffer damage from falls of 10' or lower, and all other damage will be reduced by one wound category.

Fortitude: Through constant endurance training, the character with this skill can effectively raise their base DA rating by 1.

Front Kick: The most basic of all kicks, the front kick will give a +2 bonus to the attacker's base DRL rating if successful.

Grapple: This is the most basic form of unarmed combat, being simple wrestling and grappling maneuvers. All characters, whether they are skilled in wrestling or not, have the basic skills of grappling. If two opponents find themselves in a grappling situation, the attacker will roll their ADP against the DDP roll of the defender. Whoever succeeds will have successfully gained the advantage. They will then have immobilized the opponent for that round as well as inflicting damage according to their DRL if they so choose.


Once someone finds themselves at a disadvantage, all is not lost, and they may have another opportunity to break the hold. During the next round the disadvantaged person will suffer a -1 penalty to their ADP and DDP for each roll.

If a character spends the XP point to learn this maneuver, then they will gain a +1 bonus to their ADP and DDP when engaged in grappling.

Great Throw: An improvement over the throw maneuver, this skill allows the target to be thrown twice as far as normal, with a +1 bonus to the attacker's ADP roll.

Hammer Kick: Another unorthodox style of a kick, this maneuver is accomplished by bringing the foot high over the character's head, and bringing it smashing straight down upon the target. This maneuver give the character a +1 bonus to their ADP and a +2 bonus to their base DRL.

Headlock: By making a successful attack, the attacker has managed to get the target into a headlock. Before damage is rolled or any other effect is enforced, the opponent has a chance to break the headlock. If the opponent's strength is greater than the character's, they must still make a strength check at a -10 penalty to see if they can



break free.

For every round that the opponent is in the headlock, they will continue to take damage automatically every round. They do, however, have one opportunity per round of attempting to break free as described above.

Instant Stand: If the character finds themselves in a prone position for whatever reason, they may spend the SP cost of this maneuver and be able to flip to a standing position.

Invisibility: The pinnacle of a ninja's success, this power will allow the character to become invisible for as long as they maintain concentration. No other action may be performed while maintaining invisibility, but the character is aware of their surroundings. This invisibility is absolute and will conceal the character from all scrying attempts, including thermal, auditory, and smell.

Iron Skin: By building up a resistance to bludgeoning damage through repetitive beatings, the character with this maneuver has become much more resistant to bludgeoning attacks, effectively reducing the damage taken by one category.

Iron Will: A character with this skill has learned to focus their mind, and maintain a tremendous amount of discipline. In game terms, any luck check that is made to resist any mental affecting power will have a +10 bonus.

Jab: The jab attack is a quick strike that shoots forth at an exposed area of the target. While not inflicting any additional damage, it's a fast attack that can be used to catch the opponent off guard.

Joint Lock: When the character has a target in a joint lock by making a successful attack at a -2 penalty to their ADP, they can successfully grasp one of the target's limbs in a secure hold that puts pressure on one of the pressure points. By exerting even just a little force, the character can cause immense pain to rush through the target, effectively immobilizing them. Any attempt to break the hold must be made at a -2 shift to their DDP. While in a lock, the character may at any time attempt to break the wrist or ankle of the target, which is accomplished by making a strength check at a +10 bonus.

Knife Hand Strike: This strike is done by having the hand in an extended position, using the side of the palm to strike the target. It's a quick attack, although not too terribly powerful.

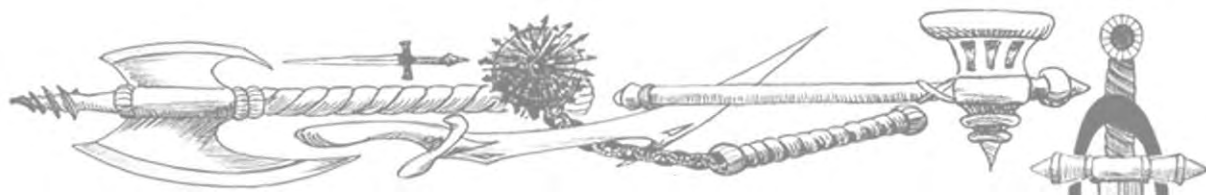
Leap: A character with this maneuver can leap 10' in any direction front or back, or 5' up from a standing position. From a running start, they may leap up to 25' and 10' high.

Leg Sweep: If a successful attack is made, the target must make a successful agility check at a -25 penalty or they will fall to the ground, forfeiting the rest of their actions for the round.

Levitation: By concentrating, the character can levitate themselves at a rate of 5' per round. The character must maintain concentration, and cannot take any other action lest they fall.

Nerve Strike: One of the most difficult Aikido maneuvers to learn, the nerve strike is capable of bringing the biggest opponent to their knees. If the character makes a successful attack, the target must make an endurance check at a -25





penalty or they will be unable to move for 1d4 rounds.

Palm Strike: This strike is done by hitting the target with the flat of the palm. In addition to inflicting damage, any successful attack may also push the target back 2d4 feet if they fail an agility check.

Punch: This is the most basic of strikes, known to even unskilled fighters. If the character spends a point in purchasing this skill, they will attack with a +1 bonus to their ADP and DRL.

Reversal: If a character finds themselves on the receiving end of a hold, lock, or grapple maneuver, they may attempt a reversal if they know this maneuver. By spending the SP cost of the maneuver, the character may attempt to re-roll their DDP. If successful, not only have they avoided the hold, but they have instead got the opponent in a hold.

Roundhouse Kick: Another common kick, this maneuver is accomplished by swinging the leg up in a half arc towards the target. A successful hit will give the attacker a +2 bonus to the base DRL of the style.

Roundhouse Punch: This punch is accomplished by swing the arm around in an arc. This grants more power to the punch, translating into a +2 bonus to the base DRL of the style.

Side Step: A character with this maneuver has learned to anticipate attacks better and is much harder to hit. This translates into a permanent +2 bonus to their base DDP level.

Snap Kick: A very unorthodox kick, this maneuver is accomplished by bringing the foot across the leg, then suddenly snapping it up and forward, usually on the opposite side that the target is expecting. This translates into a +2 bonus the ADP level of the style.

Spinning Kick: This kick is done by spinning around completely in a circle, building power along the way. In game terms, this offers a +3 bonus to the DRL of the style.

Steel Skin: A more powerful version of iron skin, steel skin will reduce damage from bludgeoning weapons by two categories instead of one. Iron skin is a prerequisite to learning this skill.

Throw: By making a successful attack, the character has

grasped the target and can throw them in any direction up to 10' away.

Trackless Step: Once the character has learned this maneuver, they no longer leave any tracks in their wake if they so choose. This is accomplished by mastering the way the foot puts pressure on a surface.

Uppercut: A powerful punch, this maneuver gives the attacker a +1 bonus to their ADP and DRL of the style used.

Weapon: For every point spent on this skill, the character will be able to use a chosen weapon while at the same time being able to use martial arts without hindrance. A character without this skill cannot wield a weapon and use martial arts at the same time.

Weapon Catch: A character with this skill can attempt to catch a weapon that is attacking them. First, the character must have beaten the attacker's ADP roll with their DDP roll. Once that has been determined, the character will have a base percentage equal to $\frac{1}{2}$ of their agility to catch the weapon. If they succeed doing that, they may make a standard agility check to disarm the attacker. If the either agility check fails, they will automatically suffer damage from the attack.





CONTINENT OF ALGERIAN

Marcus stood on the grassy hilltop, taking full measure of the misty swamps that began from this point on. The few previous days travel through the rolling grasslands had been uneventful, if not a little pleasant. Travel conditions in the early summer have been just about all an explorer could ask for. With the warm sun shining on his weathered face, Marcus made good time through the hills and grasslands of the northwestern border of the Moors. As he probed deeper southeastward, the gentle hills have now given way to the foggy depressions of the land's namesake. Even the gentle breeze had ceased to blow.

An ominous feeling overtook Marcus as he started his decent into the misty lowlands. Clouds began to cover the sky, blocking out friendly rays of the sun as he got closer and closer to wall of mist. As soon as he entered the thick, grayish fog, a cold shiver shuddered down his spine. Marcus's long brown hair became damp and matted almost immediately as he drew his cloak tighter around his body, it too damp with moisture as the mist seemed to be drawn to his body.

As described earlier, the world of Arcadia is the new home to earth's formal human residents. But to be more specific, it is the continent of Algerian that is home to all of the variations of the human species.

After nature had weeded down the number of genetic mutations of the humans to about twenty or so unique species, it was becoming clear that these species could not live together in harmony in the same city-state that their ancestors had originally established. Escalating skirmishes and racial hate began to drive the peoples apart into separate clans. Shortly thereafter, these clans decided to make their own societies in the vast lands that were as of yet undiscovered.

A few hundred years had passed, and these newly founded clans had grown to full fledged nations in many cases, establishing borders with other neighboring nations. With these borders came trade and alliances in many cases, and war and hatred in others.

Of the many official nations, some small and others expansive, only a few will be described here in this book. There are still many areas un-chronicled by civilized people, and are just waiting for characters to explore.

Note: The world of Arcadia and the continent of Algerian settings are completely optional. They are provided to you to help jump start your adventure in a pre-made setting. If you have an existing setting, or plan to create a new setting, feel free to do so.

Shorlorn Kingdom

The kingdom of Shorlorn is the oldest nation on the continent, as it is the original land that were colonized by the humans. The kingdom's borders expand approximately 200 miles inland, and the whole of the peninsula is under the control of the government.

Shorlorn is home to almost humans exclusively, with just a small number of gnomes and dwarves who also resident there, mainly merchants by trade. The people of Shorlorn are fairly tolerant to most of the other humanoid species, with the exception of orcs and goblins. This is attributed to the 25 year long war between the two nations along Shorlorn's west border.

Shorlorn is a monarchy state, being ruled by King Marcus Grayscale in Shorlorn city. Under the king, several dukes live in keeps spread throughout the country, enforcing the king's will. While being a visual figurehead to the population, these dukes don't have any real political power. Instead, the country has two real influences besides the king himself.

The city council has the most influence on the king's decisions. The council consists of Jorge Anderson, Alahna Driver, and Sean Estoc. Jorge is deeply involved with the noble and aristocrat agendas, and has been rumored to take bribes to sway his judgment. Alahna fancies herself as a representative of the people, and is the one who makes most public announcements. She is very charismatic and has the following of most residents of the country. Sean has earned a reputation of being devious and self-centered. He will side with any agenda that furthers his own gains, and isn't adverse to twisting the laws to meet his ends.

The second main influence is the Guild of the Trade Winds, a local merchant's guild. The Guild of the Trade Winds controls all markets in the city, and takes a heavy tariff to all who wish to make their living via trade. The guild has been known to threaten the king with extortion if the king does not support their agenda.

So it could be said that the King has very little power, if any at all. He is a figurehead in appearance only, but his legacy is legendary and the people still hold him in high regard.

King Grayscale, nearing his 60s but still a very



intimidating man, has a fondness for heroic battle. He is very frustrated by the limitations put on him by others in power in Shorlorn, and would love to bring glory back to his country.

Shorlorn City

The city itself is home to over 50,000 residents, almost all of them human. The city is also home to almost all of the other humanoid species in the country. These species, mostly elves, dwarves, and gnomes, are almost all merchants by trade.

The greatest and most well-known part of the city is the merchant quarter. This area makes up almost one quarter of the city size, sprawling from the docks, ringing the outside of the city, to the west gate. One can find almost any item or service in the city, as long as they can afford the price.

Another attraction to the city is the vast library. This building houses some of the ancient texts of legend brought over by the original founders of the city. These texts are in constant study by mages of great skill, trying to translate them into comprehensible artifacts. Almost any form of magic can also be studied at the library.

Army of Shorlorn

Shorlorn's military forces consist of two main forces: the land force and the navy. The land force is formidable, but the navy is what the country takes its pride in. The Shorlorn navy is extremely well trained, and are successful in nearly eliminating any pirate threat to merchant vessels.

The land forces of Shorlorn have spent many years holding the border lines along the Horde Lands, and thus aren't very accustomed to being a mobile force. They are defensive in nature, and aren't designed to be mobilized for large scale warfare. The majority of the force also is located along the western border, leaving almost no military in the rest of the country.

Horde Lands

The horde lands are a wild, uncivilized area. The area is harsh and unwelcoming both from its occupants and from the land and weather itself. Bordering Shorlorn to its east, and the Dragonback mountains to its western back, this land is home to many of the vicious humanoid species. Tribes of orcs and goblins make their homes sporadically in the area, with a few tribes of ogres making their home in the mountains.

The tribes are in constant skirmishes with the

human outposts of Shorlorn, but no real war has been fought for many years. This can mostly be attributed to the constant in-fighting that is taking place between the orc and goblin tribes. Every once in a while, a tribal leader is able to unite a few tribes, and when this happens, large scale death and destruction soon follow.

Because of the harshness of the land itself, only the hardest of species make their home here. A constant, cold wind blows southward down the valley, ending in a powerful swirl at the south end of the valley as it hits the mountain walls. Fall brings driving rain storms, which turn to hail and snow during the winter months.

There isn't much of the Horde Lands that has been documented, as any who venture into the area to map it out don't often make it out alive. There are a few tribes that have made notoriety, however.

The Black Wolf Clan, a vicious and merciless orc tribe, is located in the eastern hills, and is the most familiar tribe due to the constant raids they make against human caravans. The clan is lead by the huge orc beast Garthoc Tuul. Garthoc has been the clan chieftain for over 10 years, leading by the heavy hand of might makes right. Any who oppose Garthoc may either challenge him to a duel, or find their skull lining the walkway to his stone palace. Even if they choose the duel, most find their skulls being used as a decoration as an end result anyway.

One of the other main tribes is the Sacred Bear Clan. This goblin clan is lead by the very skilled goblin totem mage Rothak Beartooth. Rothak rules his clan out of their fear of the arcane, and by manipulating his enemies to fight against each other. He is bound by the polar bear totem, and is often seen astride one of the great beast when he makes an appearance.

Dragonback Mountains

Little is known about the treacherous peaks of these mountains, except that they are one of the most dangerous places to explore. No civilization makes its home here, with the exception of the possibility of a few troglodyte clans living deep within mountain itself.

One of the reasons even the ogres don't make their homes here are the rumors of the



dragons. Some rumors have circulated of hundreds of dragons making their lairs in the mountains, but none of these have been proven.

One rumor that is the most widespread, and most often validated in taverns by friend-of-a-friend storytellers, is that the great sky dragon Alzeaptorialian rules much of the sky above the mountains, bullying lesser dragons and hunting giants.

Even if one could get past the giants and dragons and many other horrid creatures of the mountains, it is doubtful they could cross them. Powerful winds and driving sheets of ice and hail pound the mountain passes on an almost continuous basis. If the freezing cold or a hungry beast doesn't kill you, surely starvation would, as there is no real edible game to be found.

The Frozen Lands

The Frozen Lands cover a majority of the continent to the north. They are covered in ice and snow almost year round, and even the southern edges are still covered in perma-frost during the summer months. The area is unmapped and unexplored, with no record of any civilized species making their home there with the exception a few giant clans. These giants are rumor only, but they are the only species that would be able to withstand the harsh climate.

Bay of Hope

The Bay of Hope is such named for its tranquility. The waters in the bay are lush with fish, including salmon, crab, scallops, and even small whales. The bay provides an excellent food source to the elves of the Wild Plains, and is very easy to fish due to the calmness of the water.

Inside of the bay itself is another smaller bay directly the eastern edge. This eastern bay ranges in depth from 5 feet to a maximum depth of 50 feet, making it a very calm and large area of water. It is this smaller bay that is a favorite for all manner of creatures to find food.

Because of these paradise like qualities, the Bay of Hope as long been an area coveted by man. Every attempt to civilize this area has failed, however, as all pilgrims have mysteriously perished within a year after establishing a settlement, with

the exception of the elves. Eventually, many surrounding nations have given up the attempt and view the Bay as a haunted land.

Wild Plains

The Wild Plains are home to the tribal elves. There are two main groups of elves here: the nomadic tribes that follow the herds of plains animals, and the more stationary tribes that fish and hunt the whales along the Bay of Hope.

The nomadic tribes usually are made up of no more than a few hundred or so elves, as their lifestyle does not allow large groups of people to survive. They do not own many personal items, and those that they do own are practical in nature. The exception to this rule is the elves ability to make exotic jewelry out of bone and ivory. Often this jewelry is enchanted with totem magic, as the elves are some of the most renown totem mages on the continent.

The stationary tribes to the north are much larger, growing to a few thousand elves in almost every village. Because of the wealth of food of the bay, they have this luxury of having a large community without the need for farming or ranching. The elves here are very open and friendly to outsiders until given a reason to be distrustful, as war is a rarity for them. They are shorter and stockier than the other elves, having the bodies adapt to the colder weather and high-protein diets.

In addition to the these two main population groups, there is also a fair amount of dwarves that reside in the foothills on the eastern edge of the Bay of Hope. These dwarves resemble the elves there in many regards, but are more stocky and have much more facial hair than the elves themselves. They are also a much more recluse bunch, but get along with the elves fairly well.

Valley of Shadow

The Valley of Shadow is so named because the steep valley walls to the east and west are successful in their attempt to keep out the rays of the sun from hitting much of the valley. This, combined with the extremely thick forests that cover the valley, makes it almost impossible for any sunlight to touch the actual valley floor itself.

The trees of the forest are grayish in color with huge, gnarled trunks and canopy so thick that it almost seems as if the entire canopy is made up of a singular carpet of gray-greenish leaves. Little other vegetation is found here, with the exception of moss and fungi.

As far as anyone can tell, no civilized humanoid



species lives in the valley, but rumors abound about the forest housing ghosts, or other frightening beasts.

Moors

The moors are a flat land surrounded by gently rolling hills and valleys. The land gets its name from the many peat bogs that litter the area, as well as the lack of trees and the thick fog that always seems to be present in the numerous depressions.

To the north, along the mountain foothills, reside many gnome towns. Most of these towns are built into the mountain and hills themselves. It is not uncommon for the majority of a gnome town to be underground, where it is quiet and safe.

There is a notable exception: Klaskow. Klaskow is a large gnome city that extends out of the mountain wall to strongly resemble a human city, albeit smaller in scale. It is here that the gnomish Council of Seven rules

the country, and it is here that the greatest gnomish research is done.

A visitor to Klaskow would be instantly taken aback by the constant buzz of energy in the city and the almost casual and frequent use of magic. There are some human sized buildings, such as inns or taverns, but the majority of homes in this city are built for the shorter gnomes.

The gnomes themselves are a peaceful bunch, but they can come off as arrogant simply because they view magic and work as a top priority, and casual conversation as a lesser importance.

Even though the gnomes at first glance don't seem to have a very organized military or militia, it would be mistake to think one can easily get away with a crime, or think that the gnomes are defenseless. The gnomes have great magical powers at their disposal that aid in providing protection.





Spire Mountain

Spire Mountain is the home to the rugged dwarven empires. The land gets its name for the huge mountain peak here that stands taller than any other mountain in the continent. There are actually two nations of dwarves in this area: the industrialist Helkommen mountain dwarves, and the Hanguk dwarven sailors along the coast.

The Helkommen dwarves make their home deep within the heart of the mountain. Sprawling halls and the sound of ringing forges are common place to these dwarves. There are three technically separate Helkommen cities within the mountain range, but they are all interconnected via large tunnels. A conservative estimate places the Helkommen population at over 45,000 dwarves all total, being led by the pragmatic Dwarven King Gieblestadt.

These Helkommen dwarves are hardy folk, being constantly tested by the harsh mountain conditions and raids from orc and ogre alike. They have established several mountain fortress towers in which they use for supply points for their warrior defenders.

The Hanguk dwarves make their home along the coastal range of the land. They make their living sailing and fishing the sea that surrounds their homes, providing whale oil as trade to the Helkommen dwarves in the mountains.

The largest city of Uijongbu is home to the emperor Shin Rhea, a very intelligent and wily dwarf ex-sailor. These dwarves are more laid back than their mountain cousins, and they do not have a real standing army. Instead, they help rely on their mountain cousins for protection from land attacks, while providing excellent defense from coastal attack with their large and well equipped navy.

Along the northern ridge, deep within the mountains themselves, reside the bugbear clans. These clans are as of yet not very organized or united, but rumor spreading would the mountain winds has it that they are forming an alliance to invade the dwarven kingdoms.

Pirate's Peak

This land has earned its name as the haven for all types of pirate raiders and outcasts. There are a few towns and coastal cities here, but the only real

governments are the various rogues and assassins guilds.

The other main factor that sets Pirate's Peak apart from other nations is that it is home to all kinds of humanoid species; from human to orc, and from elf to lizardfolk. The only thing that matters is money and survivability.

Pirate's Peak has avoided invasion due only to its location. A coastal invasion is impossible from the west, as the Churning Sea prevents ship travel, and the jagged reefs and cliffs to the east prevent a large scale invasion from that avenue. The only way an army could invade is by the narrow mountain trails along the coast.

Churning Sea

The Churning Sea is a constant maelstrom of violent water. This huge whirlpool has earned a reputation of swallowing any watercraft vessel that ventures near. Rumor has it that all the sailors to these ships are spared and live their lives in an underwater utopia. Only one person has escaped this 'utopia', and has described it as an area where the people are raised as cattle to feed some underwater god.

Jungle of Tears

The Jungle of Tears has earned its name from the returning explorers who have attempted to unlock its secrets. The jungle is a vast and thick rainforest that is very unforgiving. No expedition has managed to escape the jungle without suffering huge losses and often return telling stories of horrific creatures that make the jungle their home. If it weren't for the legends of riches and lost civilizations, no explorer would risk so much to journey there.

Desert of Desolation

Little is known about this great desert, as few have managed to venture into it and survive. The land is almost completely unexplored, save for a few bands of roving nomads that stick to the outer borders of the desert. Legend does have it that a large army of undead and unholy creatures reside in the heart of the desert.



GUILDS

For years people have used Pringela as the butt of their jokes. She was not very pretty, and her coordination was even worse. She was very intelligent however, but unfortunately most people don't notice that in a first impression. What people saw was an ungainly, unattractive woman who needed constant protection.

The adventuring group that she started out with always made fun of her, saying that her magic was worthless. All she had ever accomplished were small bursts of wind and an occasional touch that could shock you. But for the most part, she had always stayed in the rear, letting everyone else take part in battle.

But since they had separated several years ago, she had doubled her efforts in studying air magic and had become a member of the wizard's guild. By all accounts, she had now become quite the sorceress, but one more test to be absolutely sure of her abilities.

Pringela strode outside to a narrow deserted alleyway. At the far end, some fifty yards away, she had set up a dummy mannequin dressed to resemble one of her hated enemies.

Slowly she began to move her arms into a rhythmic dance of motions. Feeling the magic build up inside of her, she began to chant the secret incantation of the spell she desired. Everything must be perfect, pronunciation, movement, everything.

Suddenly with one quick flash, a lightning bolt crackled from her hands and raced towards the dummy. In a split second, a loud explosion shook the alley way and sent debris everywhere. After the dust settled, all that was left of the dummy was a charred stump.

"Time to go see some old friends." She thought, smiling to herself.

A guild can be thought of as your character's occupation, helping define the career path that your character has chosen. An experienced player might recognize a guild the same way that they recognize the term "class", or "profession" from other RPGs.

Unlike most other RPG's, each character does not start out with any particular profession or occupation. Instead, they spend their first few adventures gaining the skills necessary to be able to join a guild. The character always has the option of not joining a guild, but most do for the benefits.

Most experienced role-players can attest to the fact that they created a character to play, only to find out after several hours of gaming that they would have much

preferred to play a different type of character. The InertiaX system solves this problem by allowing you to change the career path of your character at any time you desire without having to generate a whole new character. In the following pages, you will find some examples of existing guilds in which a character might join.

Joining a Guild

When a character has met the minimum requirements for joining a guild, they may either apply for membership, or may be solicited by the guild itself to join. Either way, membership is not always a sure thing. The characters might have to pass a rigorous screening process, and may even be asked to prove themselves first.

Leaving a Guild

The situation may arise when a character wants to leave a guild. This may be due to either the character just wants out, or they may want to join another guild. Leaving a guild however, is an extremely difficult thing to do. Guilds generally spend quite a bit of time and money into the character to have them as a member, and all frown upon a character wanting to leave.

Quitting a guild is not impossible though. The exact price to the character varies from guild to guild, and the GM is encouraged to make it a task that they character does not want to go through. For example, a warrior's guild may require the character to pay back a severance of 25% of the character's wealth, while an assassin's guild may put out a hit on the character.

Covered in the next few pages are several examples of existing guilds that your character may run into sometime during their adventure. Each one of the guilds highlighted are only there to give you an idea of how a guild is structured, and what you might expect from joining a guild. It is strongly encouraged that you and the GM get together do create your own guilds for your campaign.



SHORLORN MILITIA

The Shorlorn Militia is the common guild where warriors gather in the kingdom of Shorlorn. Even though they call themselves a militia, they are more of an organized army that also maintains peace and order within the many cities and villages of Shorlorn.

This guild specializes in general combat skills. They do not focus on any particular weapon type, but consider themselves to be practitioners of all forms of armed combat. From the most basic combat fundamentals to the most advanced techniques can be taught at a warrior's guild. The Shorlorn Militia is also much more likely to teach their skills to non-guild members, using the money to subsidize their costs.

In order for a character to join the Shorlorn Militia, they must submit an application and complete a practical application test. This test often occurs with the character fighting a goblin or orc (or some other dangerous creature) to the death if the character has not already proven themselves with other actions.

In addition, the character must already possess the following skills: light armor, novice blades, novice axe/club, novice pole arm, and novice shield.

Once the character becomes a member of the guild, they will enjoy several benefits. First, they will receive free training in any additional combat related skills as they become more experienced. Second, they will enjoy free repair of their weapons and armor if brought to the guild blacksmith. Third, when the character first joins the guild, they will immediately receive a permanent bonus +1 to their DA level.

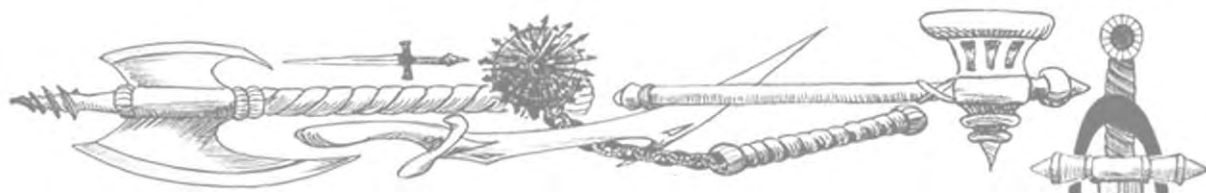
The cost of being a member of the Shorlorn Militia is that the character must spend two full months out of the year on active duty with the guild. This often includes acting as a city guard, militia, or caravan guard. The character also must always be on call in case their services are needed. This on-call duty is very rare, and usually only happens in time of imminent war.

While on this duty, the character will get paid with a sum of 10 gold per month times their experience title. Thus, a veteran character would get paid 40 gold per month.

Quitting the Militia is actually quite easy. All one has to do is simply quit. This will of course cause the character to lose respect in the eyes of the

guild, and occasionally, such as in the time of war, refusal to follow orders may be considered treason. During peacetime, however, a person can simply quit if they want to.





PROTECTORATE OF THE RIGHTEOUS

The Protectorate of the Righteous is a guild that was specifically formed by the king's ambassador, Tiberias Dulon. Tiberias worked his way through the ranks of the regular militia, proving his courage and valor many a time over. He is very dedicated to the principals of Shorlorn, swearing his loyalty to the king until death takes him. He is also a very outspoken individual who strongly believes that the Horde Lands are a barbaric land of heretics that cannot be trusted. This hatred has often led to many conflicts along the border lands.

Soon after Tiberias was promoted to ambassador, he wanted to form his own guild of only the finest and purest warriors to fight the just fight. All recruits into the guild are those who have proven their courage in battle and have sworn true allegiance to king and country. Guild members consider themselves the upholders of virtue and justice, and follow a strict code of honor. They take strong pride in the uniforms they wear; a blue and silver cloth tabard over their armor with a lion sewn on the front, and are always well groomed. They consider themselves the true protector of what is right and just.

Recruitment into the guild is not an easy task. The Protectorate receives several applicants a week from nationalistic would-be knights, but hardly any make it into acceptance. In order to be accepted, the applicant must first be proficient in the following skills: adept blades, novice axe/club, medium armor, shield, and novice fortitude. Even then, they must also have proven their loyalty and courage on the battlefield before they will be considered.

Once someone has been accepted into the guild, they will take the role of a 'learner' for a period of one year. During this time they will be on probation and every action will be scrutinized by the guild leaders. Once they successfully prove their true dedication to the cause, they will become full members and earn the title of 'Protectorate'.

When a person does become a learner, they will receive free training in all combat skills. They will also be issued a horse and a suit of mail armor if they do not already have a set. When the character achieves the title of Protectorate, they will instantly have their base DA level raised by one, as well as receiving the benefit of free room and board at any in friendly to the kingdom. In addition, if the character received a wound that would normally kill them if inflicted in the heat of battle, the character may attempt an endurance check at a -15 penalty. If successful, the wound will not kill the character, but will be reduced

until it no longer becomes fatal. The final benefit is that the character will become immune to all types of fear.

The cost of being a member of the guild is heavy as well. The guild will only accept those who are truly dedicated. The character must swear their life to protecting the interests of the kingdom, and must present themselves in an educated and honorable fashion at all times. The character will not fight dirty, nor will they kill a helpless creature unless that creature is deemed to be unholy.

The character must also be prepared to answer the call of duty at a moments notice, and must place the King above all other priorities without question. Failure to uphold this code will result in immediate expulsion from the guild and the lands of the king. If the character has committed a crime, punishment will generally be twice as severe as someone who may not have been a guild member.





ORDER OF THE ROSE



The Order of the Rose is a religious guild based in the kingdom of Shorlorn. They are a large organization, and are the prominent religion in the kingdom. The Order also is known for sending missionaries throughout the lands trying to convert others, regardless of species, and have many a foothold over the globe. They are led by the zealous and outspoken Cardinal Richelieu, an intelligent and well-spoken man, if not a little intolerant of others that do not share the same beliefs.

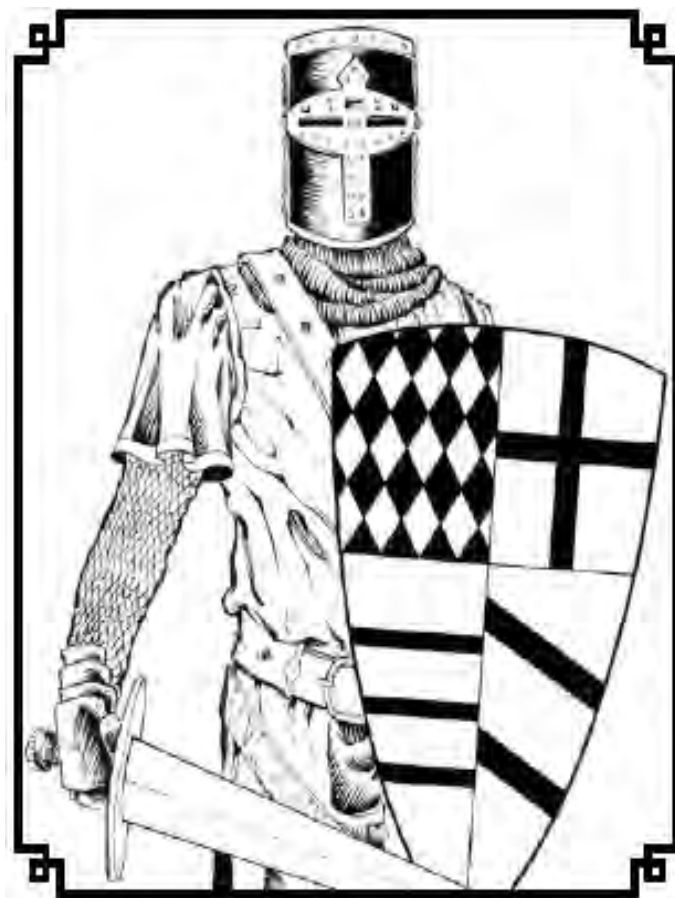
The guild itself numbers in the thousands, with churches located wherever they haven't been driven off. For someone wanting to join the guild, they need only come to one of these churches to apply for membership. More often than not, the applicant can become a church member, but will not become a 'speaker'. A speaker is one who has been selected to be a representative of the church, and is often sent forth to acquire glory in the church's name. These missions are used by the church as public relations tools, showing the non-believers what can happen if you follow the true path.

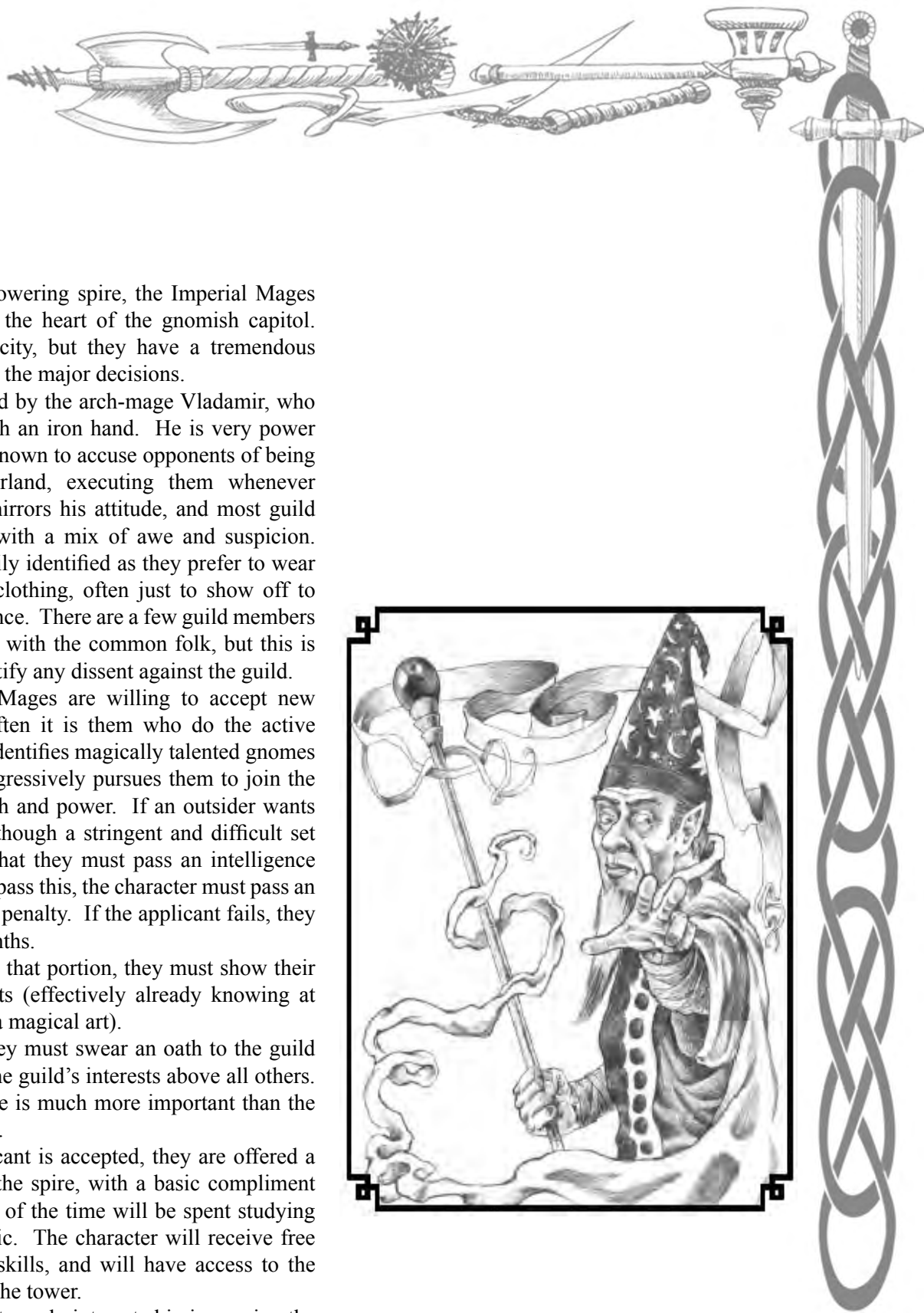
For either a member or a speaker, the character must show sincere devotion to the church and unwavering loyalty. In order to be accepted into a speaker role, the character must have already learned the novice mental skill. If the character is accepted as a speaker, they will receive free training in up to level 4 combat skills as well as all mental magic skills, in addition to read magic, both degree skills, and identify magic.

In addition, regardless if the character is a member or a speaker, they will enjoy free room and board from any other church member, and is expected to do the same. The biggest benefit to a speaker is a granted ability of holy might. This ability gives the character a +3 bonus to their ADP, DRL, and DDP whenever engaged in combat with an undead creature. In addition, the holy symbol of the speaker may be used to stun, or even destroy certain undead. Once per day, per experience title level of the character, they may call upon the power of the holy symbol to strike at an undead creature. The creature will instantly have their DA level reduced by 1 for every experience title level of the character. Thus a master speaker can reduce the DA level of an undead by 7 levels, and can call this power forth 7 times a day.

Because image and propaganda are so important to the church's success, all members are required to abide by a strict code. They must present themselves as professionals at all time, which includes proper grooming. They must also never indulge in activities which could be considered detrimental to the goodness of the church. This last one has a lot of leeway, and it is up to the GM to decide how this will be enforced.

If a character decides they want to leave the church, they may, but will be branded a heretic and will lose any special benefits that they may have received as a member.





IMPERIAL MAGES

Located in a towering spire, the Imperial Mages are a guild located in the heart of the gnomish capitol. They do not run the city, but they have a tremendous amount of influence on the major decisions.

The guild is led by the arch-mage Vladamir, who rules guild matters with an iron hand. He is very power hungry, and has been known to accuse opponents of being traitors to the motherland, executing them whenever possible. The guild mirrors his attitude, and most guild members are viewed with a mix of awe and suspicion. They are also very easily identified as they prefer to wear lavish and expensive clothing, often just to show off to those of lesser importance. There are a few guild members who prefer to blend in with the common folk, but this is mainly to spy and identify any dissent against the guild.

The Imperial Mages are willing to accept new members, but more often it is them who do the active recruiting. The guild identifies magically talented gnomes at a young age and aggressively pursues them to join the guild, promising wealth and power. If an outsider wants to join, they must go through a stringent and difficult set of tests. The first is that they must pass an intelligence portion. To see if they pass this, the character must pass an intellect check at a -10 penalty. If the applicant fails, they may reapply in six months.

If they do pass that portion, they must show their aptitude in magical arts (effectively already knowing at least an adept form of a magical art).

And finally, they must swear an oath to the guild that they will uphold the guild's interests above all others. The worth of the whole is much more important than the worth of the individual.

Once an applicant is accepted, they are offered a small room to live in the spire, with a basic compliment of fine clothing. Most of the time will be spent studying and learning new magic. The character will receive free training in all mystic skills, and will have access to the many alchemy labs in the tower.

Vladamir is extremely interested in increasing the power of the guild, and takes great interest in any new spell or artifact that is discovered. He has been known to send guild members across the globe in search of these rumored items.

It is possible for a person to quit the guild, but as Vladamir is an extremely suspicious man, the person quitting will be constantly spied upon to ensure that no guild secrets are given up.





JUT KINCHANGKAP

Jut Kinchangkap (The Iron Gauntlet) is one of the oldest guilds in the Spire Mountain Kingdom. They are the ruling military force for the dwarven nation, consisting of the common foot soldier all the way up the emperor's personal guard. It is the most common profession that young men go into, as most view it as servitude to your emperor and country. The kingdom hasn't instilled mandatory servitude in the military as of yet, but most able bodied young dwarven men attempt to join anyway.

When an individual wants to join the guild, they can apply at any one of many outposts. The character will go through a brief physical fitness test and will be asked questions regarding their loyalty to the emperor. Those that pass will be sent off to a training camp for a period of four weeks.

While in the camp, the character will not have any access to the outside world, and will be in harsh training for 12-14 hours a day. The camp is very similar to our current military boot camp for Marines. Those that can pass the camp will be indoctrinated into the guild as full time members.

Due to the physical nature of the camp, the characters will receive a +1d10 bonus to their strength an endurance, as well as learning the following skills as no cost to the character: first aid, novice axe/club, and light armor.

Upon graduating, the character will be assigned a permanent duty station and will be sent to report for duty. They will be outfitted at no cost to the character a suit of studded leather, a battle axe, mace, or hammer (depending on the character's preference), and a basic army uniform and small sack to carry belongings.

The character will receive a monthly pay allotment of 10 gold a month while on active duty, and will be expected to pull their assigned duties for 10 months out of the year. Soldiers are allowed two 30-day breaks out of the year to pursue individual tasks.

The minimum term of duty is two years; character's may not quit unless there is an extenuating circumstances. If the excuse is not deemed valid and the character deserts their post, they will be imprisoned. After the term of duty is finished, the character has the option of re-enlisting in 1 year terms.

As long as a character maintains their

membership, they will receive free training in all combat skills, as well as free housing in any of the barracks that they may be at, including if they are on one of their vacation times.

Promotion is fairly fast as well due to the somewhat high turnover rate. Basically, for every experience title they gain, they will receive a military promotion. This chain of command is as follows: private, corporal, sergeant, lieutenant, captain, major, and general. Pay is as follows in the same order: 10 gold, 20 gold, 50 gold, 100 gold, 200 gold, 500 gold, and 1000 gold per month.





THE DARK HAND

The Dark Hand guild was formed when the first pirate rebels began to form their own port city of Blackwater, in the Pirate's Peak. The guild originally consisted of a few thugs who used extortion and bribery to secure their interests in the new town, eventually growing into a large mob network of business that support the guild's shadowy activities.

The Dark Hand, in its present state, still maintains the largest hold of power in the city, but they have been changing their focus from fencing and black-market schemes to assassination and outright pirating. Their main rival, the Blackwater Merchant's guild, has taken over the black-markets and slave trade, specializing in bribery to achieve its ends while the Dark Hand guild has resorted to terror tactics.

No one knows who runs the guild, but it is rumored that a group of three form a small council that decides the major course of action for the guild. The individual members of the guild are also very secretive of their affiliation outside the realms of Pirate's Peak. In some areas, a member of the guild will immediately be arrested regardless if they have committed a crime or not and be imprisoned. This is known as 'preventative maintenance'. Every member of the guild will have a small tattoo of a hand somewhere inconspicuous on their body, identifying them to other guild members, but remaining hidden from plain sight.

Because of the guild's secrecy, there is really only one way to join it. An applicant simply cannot go up to a member and apply since they have no idea who the members are. The best tried and true method of joining the guild is to be a freelance pirate or assassin. Partaking in either one of those occupations will quickly get the guilds notice. If the character seems competent, they will be asked to join the guild or be hunted themselves. If the character is completely incompetent, the guild will generally just hunt them down and kill them. Either way, leaving the guild once joined is not an option.

Once a character is accepted into the guild, they will receive free training in all stealth skills as well as combat skills up to level 2. The character will also receive free underworld equipment from the guild, as well as access to various caches of equipment that may be stashed in remote locations. In addition to the above, the character will also receive an instant +10% bonus to all stealth skills.

As mentioned above, once a person joins the guild,

they cannot leave it on penalty of death. The guild simply cannot allow someone with the secrets of the guild to be exposed. While a member of the guild, there are also certain membership costs associated. 15% of the assassin's fee or pirate's plunder must be given to the guild as a tithe. In addition, the character may be called upon to do a mission for the guild at a moments notice.





WÜTEND GEFREITE

The Wütend Gefreite (Berserker Corp) is an elite group of dwarven warriors that was formed as a separate group to handle special combat circumstances. These dwarves, led by Kemil Tuck, are renown for their fierce courage in battle, almost to the point of being raving mad. These dwarves work themselves up in a rage before entering a battle, and are terribly ferocious when engaged in combat; attacking any enemy on sight.

The Corp itself is made up less than a hundred dwarves, but this small group fights as ferocious as many times their number. Often they will wear armor with spikes or razors embedded to aid in inflicting damage to any who foolishly engage in combat with them.

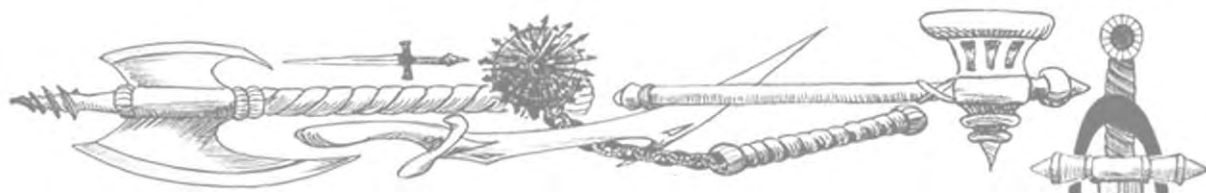
When someone wants to join the guild, they are invited to an initiation ceremony. This ceremony includes the initiate going thru what basically amounts to torture. They are cut, beaten and bruised, and are expected to maintain a defiant demeanor throughout the entire process. Only the toughest are allowed to join.

In addition to this ceremony, the character must also have already learned novice axe/club, light armor, and novice fortitude. Once they are accepted, they can receive free training in all combat skills, and will learn the secret to the 'berserker's rage'. This rage takes 2d4 minutes to get the character in the right mind set before entering a battle. Once it has taken effect, the character will temporarily gain 1d10 points of strength, +2 to their ADP and DRL of whatever weapon they are using, and all wounds suffered are lessened by one category. Their DDP, however, is reduced by 4 levels, as they don't spend any energy into defense.

This rage will last until all enemies are slain, and if possible, the character must attack any enemy they can reach. The character may not flee the battle. The character can attempt to cease the rage beforehand, but they will need to make an intellect check at a -30 penalty to do so.

Guild members, once in the berserker mindset, almost never leave the guild. Death is the most common reason why someone would no longer be a member. There are those that quit, but more often than not they are viewed as weaklings who can't handle the challenge of battle.





GUARDIANS OF THE DEAD

The Guardians of the Dead are a very secretive guild that no one really knows where they are centrally located. There have been small covens discovered throughout the lands, but these covens have numbered no more than a few individuals. In fact, that is the guild's secret to its continued existence. If a large centralized hub was in place, and if it were to be destroyed then the secrets of all guild members would be exposed.

The reason the guild is so secretive is that the members work in the dark arts and practice necromancy. At best they are viewed with suspicion by others. At worst they are hunted and killed as devil-worshippers.

In fact, very few guild members worship any god at all. Most are just fascinated with necromancy and the ability to bring life back into those who are dead.

Because of the secrecy, if someone wants to join this guild, they must be very patient and persistent. It is recommended that the character stake out areas where a guild member might frequent, such as a graveyard, and approach the person. Naturally the guild member will be very cautious and evasive with the character, not trusting their motivations.

If the character is successful convincing the guild member to hear them out, they will be asked to prove their true intentions and loyalty to the dark arts. This can be done if the character is already skilled in some form of rune or channeling magic that is necromantic in origin. If the character is unable to do this, they must prove their loyalty in some other way as determined by the GM.

If the guild member is convinced, they will accept the character as an apprentice. This apprenticeship usually lasts six months in which most of the character's duties will include doing errands for the guild member. After this time has expired, the guild member may offer the character guild membership.

If the character has been accepted into an official guild membership, they will be introduced to any other guild members and will be expected to keep everything in total secrecy on pain of death.

As a guild member, the character will receive free training in up to level 2 stealth skills, as well as any mystic skill that relates to anything necromantic in origin. This may include some, but not all rune and channeling spells. The character will also not be attacked by any undead creature unless that character does something to warrant an attack.

Because of the secret nature of the guild, quitting is not an option. The other guild members cannot risk that their secrets could be revealed. If a character tries to quit, they will be hunted with an unrelentingness that can only be done by those who are dead.





THE WOLF CLAN

The Wolf Clan isn't so much a guild, as it is a tribe. The clan is an elven plains tribe that is led by Chief Longpaw, and numbers about 500. They are a nomadic people, roving the Wild Plains, following the migration of the herds that they hunt. Naturally, their totem is that of a wolf.

Joining the tribe is a little tricky. There are really two ways someone can be a member. The first, and most common, is that any young man or woman born into the tribe is sent out on what is called a "Passing". All tribe members are required to do this ritual, which is enforced when they become of young adult age. The individual is banished from the tribe for a period of one month, where they are forced to survive on their own, without assistance of any kind. Those that do survive are welcomed back into the tribe as an official man or woman, and no longer a child.

The second, and very rare option, is for an outsider to be invited as an official tribe member. The character must have proven courage and loyalty to the tribe in order for them to consider the outsider one of their own. The tribe is wary of outsiders, but are extremely loyal to those whom they consider allies.

Once someone is accepted as a tribe member, they are considered to be a brother or sister to the rest of the tribe. Loyalty is fierce, and the character must place the needs of the tribe above all else. Quitting the tribe is viewed the same as treason, and the character would be viewed with hate by any other tribes members.

While a member of the tribe, the character can receive free training in tracking, hunting/fishing, first aid, survival, all bow and spear combat skills, all fortitude skills, speed point enhancement, silent walk, hiding, rapid attack, dual weapons, all axe/club, light armor, shield, and all totem skills. The character cannot wear heavy armor as the tribe relies on movement, and heavy armor will hinder the character too much. In addition, the character cannot retain a considerable amount of wealth. Tribe members are expected to be able to fit all of their belongings in a pack.

Once someone is an official tribe member, they will instantly have a special affinity for wolves. This power does not allow the character to speak with the animal, but both the character and the

wolf can feel each other's emotions and basic thoughts; effectively being able to communicate on a very basic level. All wolves will regard the character as a friend, unless of course the character does something to betray that trust.





STRYDER'S HUNTERS

Stryder's Hunters aren't really a guild per se, but are a small group of woodsmen that have all taken their training from the master hunter Stryder Swiftfoot. Stryder is considered more of a legend among the border villages of Shorlorn; a hunter of renown skill who some say can run like a deer.

The Hunters themselves only number between 20 and 25, spending most of their time in solitude honing their skills; only seeking out Stryder when they need additional training.

Trackers and hunters from all across the land come to the border lands to try to convince Stryder to teach them. Most, when they are able to find him, are sorely disappointed when he rejects them. Stryder will not train someone who is already experienced. He prefers to make his initial selections from those with raw talent for the hunt.

For someone wanting to join his group, they must have at least an agility score of 65, intellect of 55, strength of 50, and endurance of 55. In addition, the character cannot be higher than a novice or rookie for their experience title. If a character meets these requirements, and they show a strong desire to be a hunter, Stryder will take them on in an apprenticeship.

This apprenticeship will last for six months, where Stryder will teach the character tracking, hunting/fishing, novice bow, novice blades, first aid, and woodland survival if the character doesn't already know those skills. In addition, because Stryder will also teach the subtle secrets of the wild, they character will receive a bonus +10% to all of these skills, as well as a +1 bonus to their ADP when using a bow.

After the apprenticeship is finished, the character may return to Stryder for additional training in all bow, blades, or thrown missile combat skills; dual weapon, speed point enhancement, fortitude, and rapid attack combat skills; and silent walk, hiding, invisibility, slight of hand, disarm trap, and climbing stealth skills; and up to skilled totem magic.

Due to the philosophy of the group, members are frowned upon for acquiring great wealth and from wearing any armor heavier than light rated.

If for some reason someone wants to leave the guild, they may if reason permits. If the separation is hostile, such as the character showing no regard for the lands he or she hunts, then the character will be hunted down themselves if they are discovered by any of the other hunters.





WOODLAND DEFENDERS

The Woodland Defenders are a small group of druids that live just east of the Bay of Hope. They consist of just over 100 members of all types of humanoid species. They care not what the character looks like as long as their heart is in the preservation of the natural world. The leader is very old bugbear known as 'The Wise', who spends a majority of his time in solitude and only gets involved in serious guild matters.

To those seeking guild membership, they must journey to the Bay of Hope on a pilgrimage. The members of the guild will almost never reveal themselves unless it is to bring down their wrath to any who would seek to harm the Bay. Once the character has finished their journey, they must spend 1-2 weeks in the paradise showing their true dedication to preserving the wildlife and plants. During this entire time, they will be under the watch of the guild. It must be noted however, that this does not mean that they cannot eat meat or hunt. If they do, however, they must show a need for it and make sure they do not waste any part of the animal, as well as paying homage to the animal spirit who fulfilled its purpose in the circle of life.

After the few weeks have passed, if the character has shown a true dedication to nature, they will be approached by a guild member who offers membership. If the character accepts, they will be invited for a transformation ceremony. This ceremony doesn't actually physically transform the character, but will spiritually connect the character to the Bay. From this point forward, the character will be able to tell if there is harm to the balance of nature in the Bay. In addition, the character will be assigned an animal totem and be officially inducted into the guild.

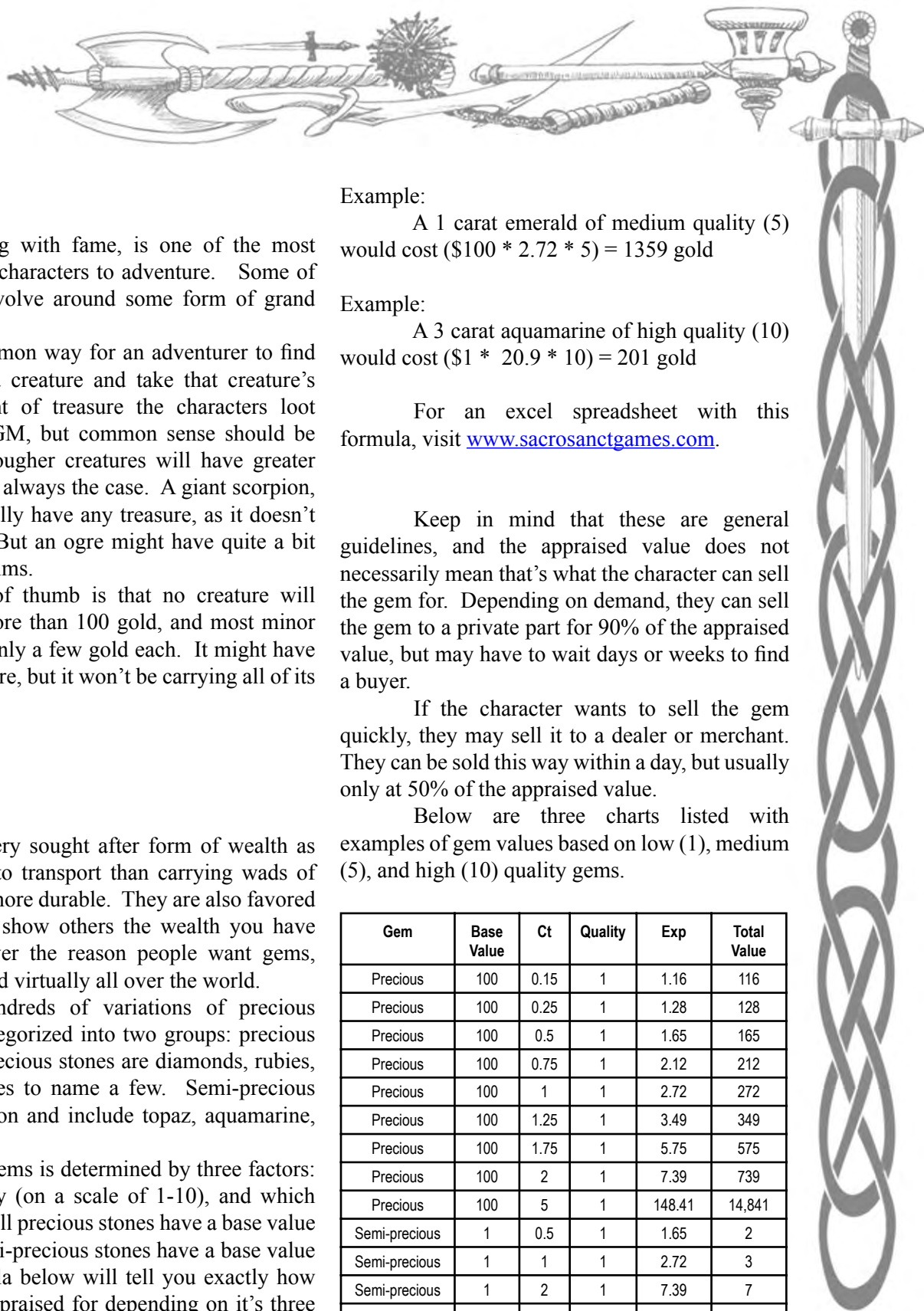
As a member of the guild, the character will receive free training in all totem skills, as well as up to level 4 bow and thrown missile skills, tracking, silent walk, hiding, and climbing skills. In addition, the totem spirit pet that is called forth from the character will have +1 to its ADP, DDP, DA, and DRL above what is described in the spell description.

The character is also restricted to wearing light rated armor, and must live a life of humbleness. The character is prohibited to building large structures other than what is the minimum to live in,

and is required to be a guardian over an assigned area. The character must also be ready to heed the call of the guild if so needed.

It is possible for a character to leave the guild, but if they do so, they will be prohibited to ever returning to the Bay of Hope. They will be considered outcasts and will be treated with hostility from all of the creatures in the Bay.





TREASURE

Treasure, along with fame, is one of the most motivating factors for characters to adventure. Some of the greatest stories revolve around some form of grand treasure.

The most common way for an adventurer to find treasure is to defeat a creature and take that creature's treasure. The amount of treasure the characters loot is entirely up to the GM, but common sense should be utilized. Generally, tougher creatures will have greater treasures, but that isn't always the case. A giant scorpion, for example, won't really have any treasure, as it doesn't have a need for any. But an ogre might have quite a bit from all of its past victims.

A good rule of thumb is that no creature will have on its person more than 100 gold, and most minor humanoids will have only a few gold each. It might have more stashed somewhere, but it won't be carrying all of its money.

Gems

Gems are a very sought after form of wealth as they are much easier to transport than carrying wads of money, and are much more durable. They are also favored as a status symbol to show others the wealth you have accumulated. Whatever the reason people want gems, they are in high demand virtually all over the world.

There are hundreds of variations of precious gems, but they are categorized into two groups: precious and semi-precious. Precious stones are diamonds, rubies, emeralds, and sapphires to name a few. Semi-precious are much more common and include topaz, aquamarine, garnets, and amber.

The value of gems is determined by three factors: size (in carats), quality (on a scale of 1-10), and which category it falls into. All precious stones have a base value of 100 gold, while semi-precious stones have a base value of 1 gold. The formula below will tell you exactly how much a gem can be appraised for depending on its three factors.

Appraised value =

(base cost * quality rating * e to the exponential rate of the carat size). *[The constant e equals 2.71828182845904, the base of the natural logarithm.]*

Example:

A 1 carat emerald of medium quality (5) would cost ($\$100 * 2.72 * 5$) = 1359 gold

Example:

A 3 carat aquamarine of high quality (10) would cost ($\$1 * 20.9 * 10$) = 209 gold

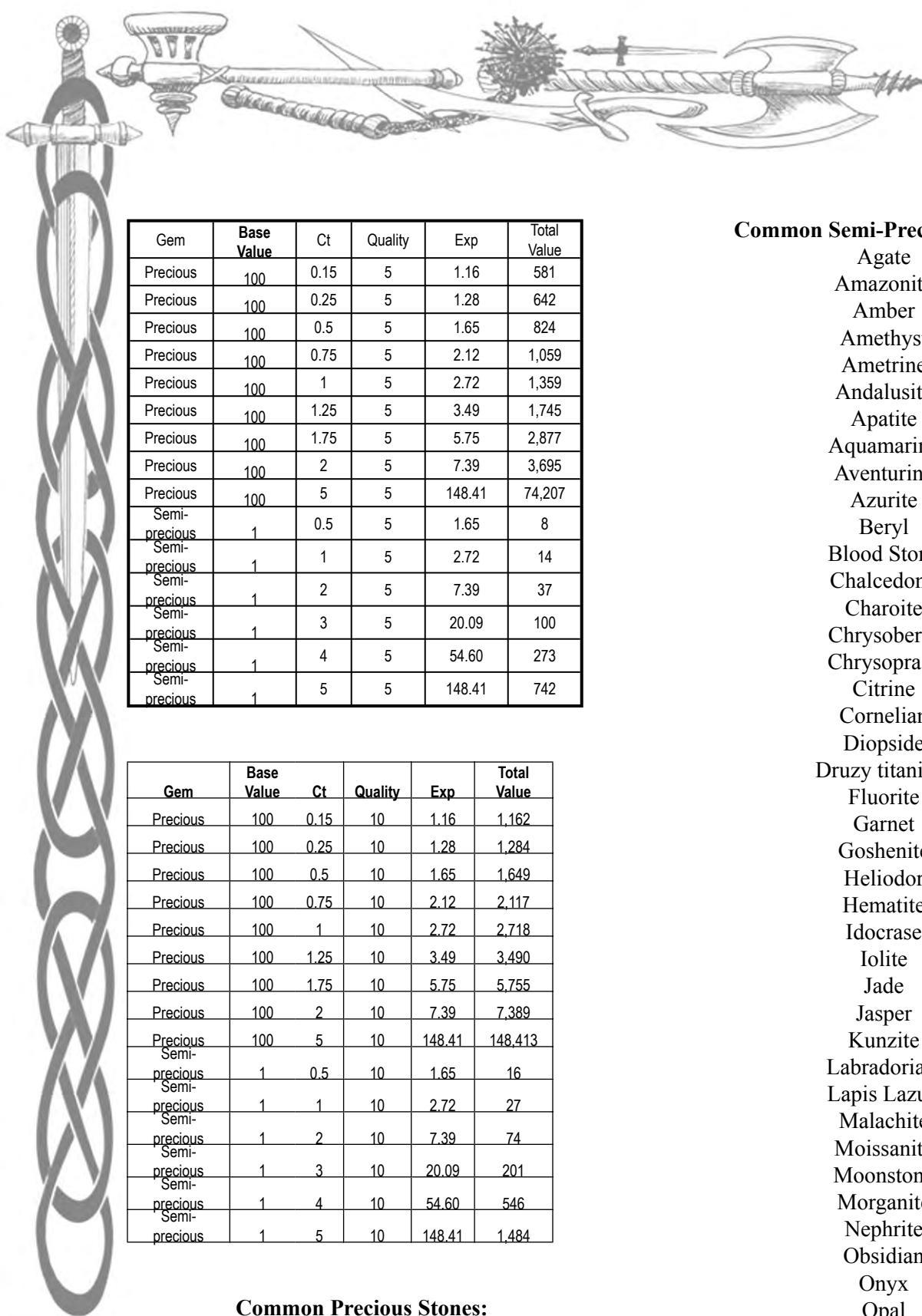
For an excel spreadsheet with this formula, visit www.sacrosanctgames.com.

Keep in mind that these are general guidelines, and the appraised value does not necessarily mean that's what the character can sell the gem for. Depending on demand, they can sell the gem to a private part for 90% of the appraised value, but may have to wait days or weeks to find a buyer.

If the character wants to sell the gem quickly, they may sell it to a dealer or merchant. They can be sold this way within a day, but usually only at 50% of the appraised value.

Below are three charts listed with examples of gem values based on low (1), medium (5), and high (10) quality gems.

Gem	Base Value	Ct	Quality	Exp	Total Value
Precious	100	0.15	1	1.16	116
Precious	100	0.25	1	1.28	128
Precious	100	0.5	1	1.65	165
Precious	100	0.75	1	2.12	212
Precious	100	1	1	2.72	272
Precious	100	1.25	1	3.49	349
Precious	100	1.75	1	5.75	575
Precious	100	2	1	7.39	739
Precious	100	5	1	148.41	14,841
Semi-precious	1	0.5	1	1.65	2
Semi-precious	1	1	1	2.72	3
Semi-precious	1	2	1	7.39	7
Semi-precious	1	3	1	20.09	20
Semi-precious	1	4	1	54.60	55
Semi-precious	1	5	1	148.41	148



Gem	Base Value	Ct	Quality	Exp	Total Value
Precious	100	0.15	5	1.16	581
Precious	100	0.25	5	1.28	642
Precious	100	0.5	5	1.65	824
Precious	100	0.75	5	2.12	1,059
Precious	100	1	5	2.72	1,359
Precious	100	1.25	5	3.49	1,745
Precious	100	1.75	5	5.75	2,877
Precious	100	2	5	7.39	3,695
Precious	100	5	5	148.41	74,207
Semi-precious	1	0.5	5	1.65	8
Semi-precious	1	1	5	2.72	14
Semi-precious	1	2	5	7.39	37
Semi-precious	1	3	5	20.09	100
Semi-precious	1	4	5	54.60	273
Semi-precious	1	5	5	148.41	742

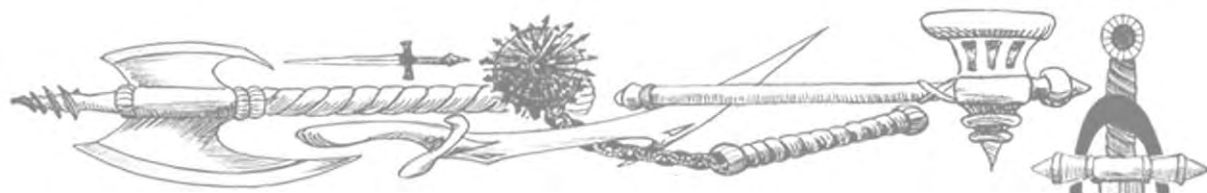
Gem	Base Value	Ct	Quality	Exp	Total Value
Precious	100	0.15	10	1.16	1,162
Precious	100	0.25	10	1.28	1,284
Precious	100	0.5	10	1.65	1,649
Precious	100	0.75	10	2.12	2,117
Precious	100	1	10	2.72	2,718
Precious	100	1.25	10	3.49	3,490
Precious	100	1.75	10	5.75	5,755
Precious	100	2	10	7.39	7,389
Precious	100	5	10	148.41	148,413
Semi-precious	1	0.5	10	1.65	16
Semi-precious	1	1	10	2.72	27
Semi-precious	1	2	10	7.39	74
Semi-precious	1	3	10	20.09	201
Semi-precious	1	4	10	54.60	546
Semi-precious	1	5	10	148.41	1,484

Common Precious Stones:

Alexandrite
Diamond
Emerald
Ruby
Sapphire
Spinel
Tanzanite
Tsavorite

Common Semi-Precious Stones

Agate
Amazonite
Amber
Amethyst
Ametrine
Andalusite
Apatite
Aquamarine
Aventurine
Azurite
Beryl
Blood Stone
Chalcedony
Charoite
Chrysoberyl
Chrysoprase
Citrine
Cornelian
Diopside
Druzy titanium
Fluorite
Garnet
Goshenite
Heliodor
Hematite
Idocrase
Iolite
Jade
Jasper
Kunzite
Labradorite
Lapis Lazuli
Malachite
Moissanite
Moonstone
Morganite
Nephrite
Obsidian
Onyx
Opal
Pearl
Peridot
Prasiolite
Pyrite
Quartz
Red Emerald
Rubellite
Rutilite



Sandstone
Scapolite
Sillimanite (Cat's Eye)
Sodalite
Spectrolite
Shene
Sugilite
Sunstone
Tiger's Eye
Topaz
Tourmaline
Turquoise
Unakite
Zircon

Helm of Nightvision
Horn of Battle
Minor Armor of Battle
Minor Shield of Battle
Sharkskin Cloak
Traveler's Pack
Vial of Haste
Weapon of Flame
Weapon of Speed
Weapon of War
Wizard's Adventure Robe

Arcane Items

Included in this section are several arcane items that can be found in the *Altus Adventum* world. Some are more common, like healing salve, and some are unique artifacts, such as the Axe of Thorgarin. Each of the items included here require that the user be a minimum experience level in order to control the effects of the item. This level requirement appears after the hyphen in the weapon's name. I.e., a *vial of curing-R* means that the character must be at least a rookie level to use this item. R=rookie, N=novice, A=adventurer, V=veteran, P=professional, E=elite, and M=master.

Rookie Items:

Armor of Comfort
Armor of Movement
Balanced Weapon
Book of Skill
Magic Rope
Razor Weapon
Salve of Healing
Spider Gloves
Vial of Curing

Novice Items:

Armor of the Chameleon
Bands of Hardiness
Banquet Sack
Boots of Marching
Circlet of Comprehension
Gauntlets of Quickness
Goblinebane
Helm of Comprehension

Adventurer Items:

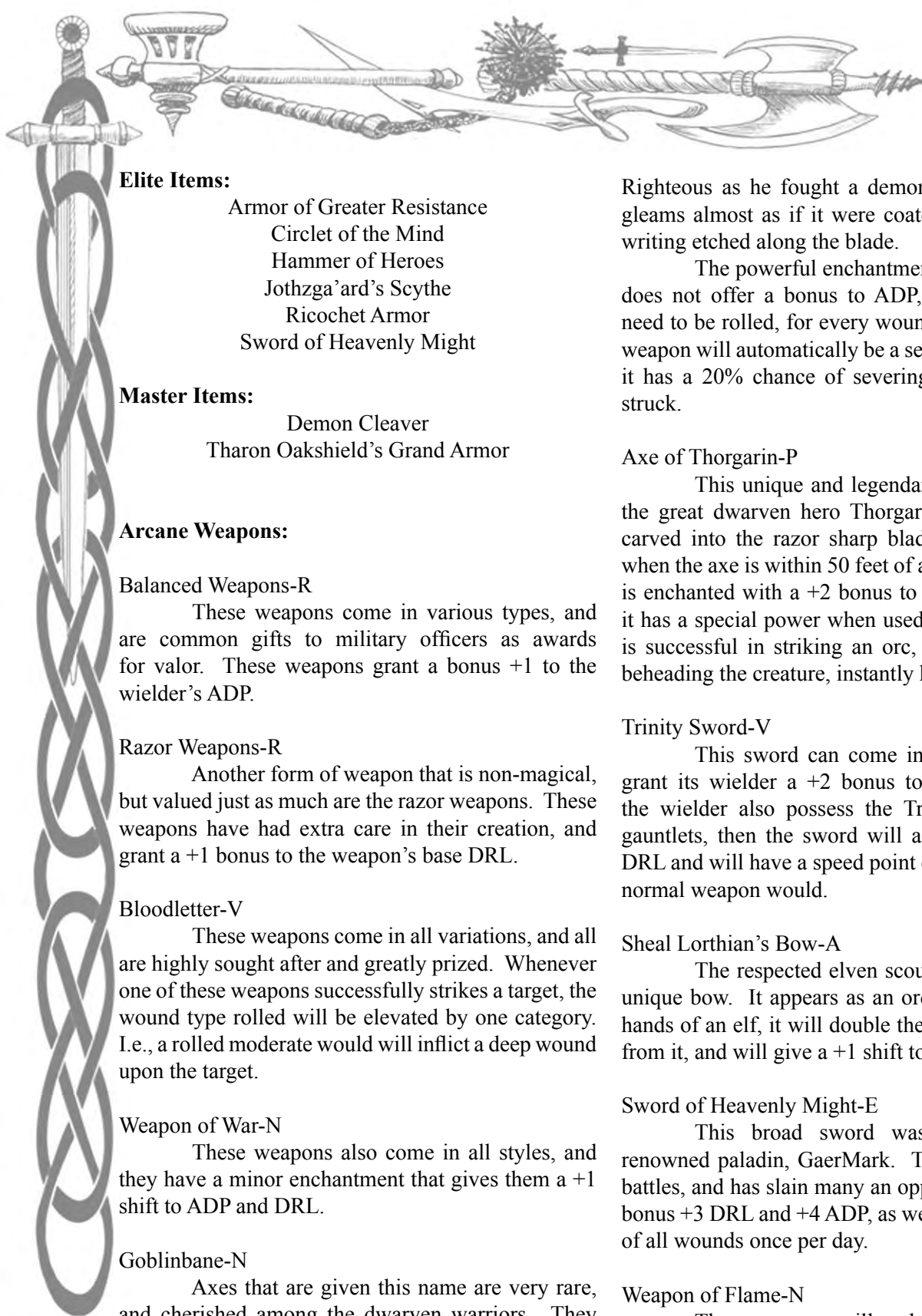
Alter of the Magi
Anganar's Bombs
Belt of the Feline
Bracers of the Bull
Dice of Luck
Eagle Charm
Gloves of the Rogue
Greater Book of Skill
Ring of the Mage
Ring of the Owl
Sheal Lorthian's Bow
Staff of the Druid
Sun Blade
Unlimited Ammo Bow/Crossbow
Vest of Damage Absorption
Vest of the Ox

Veteran Items:

Armor of Resistance
Belt of Endless Action
Bloodletter
Dust of Teleportation
Liquid of the Gods
Ring of the Wizard
Trinity Gauntlets
Trinity Shield
Trinity Sword

Professional Items

Axe of Thorgarin
Cloak of Deflection
Gloves of the Master Warrior
Greater Bands of Hardiness
Heartseaker Bow
Staff of Storms
Weapon of Soul Leech



Elite Items:

Armor of Greater Resistance
Circlet of the Mind
Hammer of Heroes
Jothzga'ard's Scythe
Ricochet Armor
Sword of Heavenly Might

Master Items:

Demon Cleaver
Tharon Oakshield's Grand Armor

Arcane Weapons:

Balanced Weapons-R

These weapons come in various types, and are common gifts to military officers as awards for valor. These weapons grant a bonus +1 to the wielder's ADP.

Razor Weapons-R

Another form of weapon that is non-magical, but valued just as much are the razor weapons. These weapons have had extra care in their creation, and grant a +1 bonus to the weapon's base DRL.

Bloodletter-V

These weapons come in all variations, and all are highly sought after and greatly prized. Whenever one of these weapons successfully strikes a target, the wound type rolled will be elevated by one category. I.e., a rolled moderate would will inflict a deep wound upon the target.

Weapon of War-N

These weapons also come in all styles, and they have a minor enchantment that gives them a +1 shift to ADP and DRL.

Goblinbane-N

Axes that are given this name are very rare, and cherished among the dwarven warriors. They can be of any size, but are always axes, and grant the wielder a +1 bonus to its DRL. When used against goblins, this weapon grants instead a +2 shift to both DRL and ADP.

Demon Cleaver-M

This powerful weapon is a bearded axe that was wielded by a general of the Protectorate of the

Righteous as he fought a demon warlord. The weapon gleams almost as if it were coated in chrome, with holy writing etched along the blade.

The powerful enchantment placed upon this blade does not offer a bonus to ADP, and DRL doesn't even need to be rolled, for every wound that is inflicted by this weapon will automatically be a severe wound. In addition, it has a 20% chance of severing a limb of the creature struck.

Axe of Thorgarin-P

This unique and legendary axe used to belong to the great dwarven hero Thorgarin. Elaborate runes are carved into the razor sharp blade that glow a soft blue when the axe is within 50 feet of an orc. The axe normally is enchanted with a +2 bonus to both DRL and ADP, but it has a special power when used against orcs. If the axe is successful in striking an orc, it has a 50% chance of beheading the creature, instantly killing it.

Trinity Sword-V

This sword can come in any variation, and will grant its wielder a +2 bonus to the base ADP roll. If the wielder also possess the Trinity shield and Trinity gauntlets, then the sword will also grant a +2 bonus to DRL and will have a speed point cost of 2 less than what a normal weapon would.

Sheal Lorthian's Bow-A

The respected elven scout Sheal once owned this unique bow. It appears as an ordinary bow, but if in the hands of an elf, it will double the range of all arrows shot from it, and will give a +1 shift to the archer's ADP.

Sword of Heavenly Might-E

This broad sword was once owned by the renowned paladin, GaerMark. The blade has seen many battles, and has slain many an opponent. The sword has a bonus +3 DRL and +4 ADP, as well as healing its wielder of all wounds once per day.

Weapon of Flame-N

These weapons will enshroud themselves in flame at the command of the wielder. These flames do not harm the wielder, but do raise the DRL of the weapon by 1, or by 2 against cold using creatures. These weapons also have the secondary effect of emitting light as bright as a torch, and can set things alight.

Unlimited Ammo Bow/Crossbow-A

These ranged weapons appear as normal weapons,



but when drawn, a magical arrow or bolt appears, nocked. The arrows have an DRL of 6, and the bolts have an DRL of 9.

Anganar's Bombs-A

These grenades, made famous by the gnome alchemist Anganar, resemble blackened oranges. When they are thrown and impact on an object, they will explode in a five foot radius with an effective DRL of 11. The ADP for this weapon is equal to whatever skill level the character has in *thrown missiles*.

Hammer of Heroes-E

This mighty hammer of legend has a bonus +3 to both its ADP and DRL level, but is known for a much greater power. Whenever this hammer is slammed on the ground, any creature weighing less than 200 pounds within a 50' radius will fall to the ground. Any creature weighing between 201-500 pounds must make an agility check or fall to the ground. Creatures weighing between 501-1000 pounds must make an agility check at a +15 bonus or fall to the ground, and any creature weighing more than 1000 pounds is immune to the effects.

Staff of the Druid-A

This mundane looking staff grants the wielder the ability to speak with plants and animals with little difficulty. This staff also has the power to heal any wound once per day, or restore any damaged plant to full health.

Staff of Storms-P

If there are thick clouds in the near vicinity of the caster, they may invoke the power of this staff. Once per round, the caster can point the staff at an opponent up to a range of 100 meters away and utter a command word. A bolt of lightning will streak forth towards the target almost instantly with a base ADP of 13 and an DRL of 15.

Weapon of Speed-N

These popular weapons come in all types and styles. While not providing a damage or to hit bonus, these weapons will have a SP cost 1 point less than what a normal weapon of the same type would be.

Sun Blade-A

This golden-hued blade's power becomes evident when employed against undead creatures. When used against the various types of undead, the wielder will gain a bonus +2 to their ADP and DRL levels with this weapon.

Weapon of Soul Leech-P

These rare weapons can come in any form, but they all have the same sinister power. If a successful strike is made against an opponent, that opponent will lose 10% of their base strength score. Once the target's strength has been reduced to 25% or less of its normal base score, that creature will collapse from weakness. If the creature's strength score is reduced to 0 or less, the creature will die. Creatures will begin to regain their strength at a rate of 1 point per day.

Example: A warrior strikes an ogre three times with this weapon. The ogre had a base strength of 140, so each of those hits would lower the ogre's strength by 14 points (also effectively reducing the DRL level of the ogre by 1 for each hit). So far, the ogre has lost a total of 42 points. If the ogre has its strength reduced to 35 or less (25% of 140), then the ogre will collapse from weakness.

Jothzga'ard's Scythe-E

This horrific weapons appears to made entirely from ice cold obsidian, yet is balanced very well. It belonged to the necromancer Jathzga'ard who was rumored to very nearly have taken over all of southern Algerian with his undead armies.

The weapon does not confer any bonus to the wielder's ADP or DRL, but any time it strikes a hit, it will suck out the endurance of the victim. Instead of inflicting physical damage, the attacker will roll the percentage dice. The number rolled will be the percentage of the victims endurance that is drained. Once 100% or more of the endurance is drained, the victim will die.

Heartseaker Bow-P

This extremely rare bow is usually only specially made for heroes of a nation. This bow will automatically raise the wound type of any strike it makes by one category. Thus a rolled moderate wound would be a deep wound instead. If a severe wound is naturally rolled, than the weapon would inflict the severe wound and a minor wound with a single strike.

Arcane Armor:

Minor Shield of Battle-N

These shields come in all sizes, and are enchanted with a +1 bonus to the base DDP of the



shield.

Minor Armor of Battle-N

These armor types have a bonus +1 to their base DDP.

Armor of Comfort-R

Appearing as normal sets of armor, armor of comfort allows the character to wear the armor indefinitely without discomfort. A character can even sleep comfortably in a suit of this armor.

Armor of Movement-R

This armor allows the wearer to move without any penalty normally associated with armor.

Armor of the Chameleon-N

Usually only soft leather or padded armor, this armor will increase the wearer's hiding skill by +30%.

Helm of Nightvision-N

This small helm allows the wearer to see in the dark with the same ability as a dwarf.

Helm of Comprehension-N

This skull cap allows the wearer to understand and speak all types of languages.

Vest of Damage Absorption-A

This leather vest grants the wearer a +1 bonus to their damage absorption level.

Armor of Resistance-V

This armor reduces the damage by one category from only one of the following: heat, cold, acid, or electricity. For example, a character wearing armor of heat resistance suffers an incapacitating wound from a dragon's fire. The character would actually only suffer a deep wound instead.

Armor of Greater Resistance-E

This armor is similar to normal armor of resistance, but damage is reduced by two categories.

Trinity Shield-V

This shield can come in any size or shape, and will grant the wielder a +2 bonus to the base DDP of the shield type. If the wielder also carries the Trinity sword and Trinity gauntlets, then they will also gain a free attack once per round as a shield bash.

This attack has a base ADP of 9 with a base DRL of 5.

Tharon Oakshield's Grand Armor-M

The legendary dwarven hero Tharon wore this armor in the orc wars, and never seemed to suffer major wounds while in battle. The armor is a suit of gothic plate, and will reduce the DRL level of any creature attacking the wearer by half (rounded up), as well as making the wearer immune to minor wounds. Thus, an attacker with a normal DRL of 9 will only have an DRL of 5 when fighting the wearer of this armor.

Ricochet Armor-E

This armor may be found in any type or size, but is generally very rare and highly prized by those in close combat. The armor at first glance doesn't appear to be any different than other suits, but when the wearer is engaged in melee combat, the true power comes forth. For every minor or moderate wound that the character suffers in melee combat from an attacker, that attacker must make a luck check or suffer a minor wound of its own. For every deep or severe wound the character takes in melee combat, the attacker must make a luck check or suffer a moderate wound.

Arcane Items:

Vial of Curing-R

This vial will cure any disease inflicted upon the character when drunk.





Salve of Healing-R

When rubbed upon a wound, it will heal one wound of choice up to a deep wound.

Spider Gloves-R

These soft, thin leather gloves will grant the wearer a base 80% chance to climb sheer, vertical surfaces, or grant a +50% bonus to a character who is already skilled in climbing. These gloves will also grant ½ of the skill bonus when attempting to climb upside down on ceilings or other smooth vertical surfaces such as glass.

Traveler's Pack-N

These backpacks reduce the weight of items carried by 50%.

Banquet Sack-N

This small bag will magically produce up to three full meals per day.

Belt of Endless Action-V

This plain looking belt will grant the wearer a +8 bonus to their SP pool as long as it is worn.

Magic Rope-R

This rope appears as any other normal rope upon inspection, usually between 25 and 50 feet long. However, when commanded, the rope will straighten out and become rigid. When in this rigid state, the rope can support up to 300 pounds before collapsing.

Ring of the Mage-A

The wearer of this ring has the range of all their spells increased by 50%.

Ring of the Wizard-V

The wearer of this ring has their spells enhanced by granting an additional +1 to DRL and to ADP levels.

Gloves of the Rogue-A

These rare gloves will grant its wearer a +5% bonus to all stealth skills.

Circlet of Comprehension-N

This golden headband allows its wearer to read all languages and magical writing.

Book of Skill-R

This book, once read, will immediately bestow upon the reader the knowledge of one level 1 skill of any

type. The skill must be determined when the book is created.

Greater Book of Skill-A

Much the same as the other book of skill, this book will grant the reader the immediate knowledge of one level 2 skill.

Gloves of the Master Warrior-P

These gloves, when worn, allow the wearer to make an additional attack per round, taken after all other actions have been resolved for all participants.

Alter of the Magi-A

This enchanted alter, which is usually specially custom created by powerful spellcasters, assists tremendously in the casting of magic. Any mage who is attuned to this alter will be able to cast spells as if they are one experience title level higher than they actually are. For example, a professional mage would be able to cast spells as though he were an elite mage when casting a spell from this alter.

Gauntlets of Quickness-N

These supple leather gauntlets will all the character to enjoy a -1 adjustment to the speed point cost of whatever weapon they are wielding.

Boots of Marching-N

These boots allow the character to march twice as long as normal while suffering only ½ the normal fatigue.

Circlet of the Master Mind-E

These small golden bands reduce the accrual of mental fatigue points by 1 per spell.

Trinity Gauntlets-V

These gauntlets will grant the wearer a +10 bonus to their strength score. If the wearer also carries the Trinity sword and Trinity shield, they will also gain a +1 bonus to their ADP and DRL for any and all weapons as long as the three items are carried or worn.

Wizard's Adventurer Robe-N

These robes were made specifically for the adventuring spell caster, and have a base DDP level of 3. They do not have an armor rating, and can be worn by anyone.



Cloak of Deflection-P

This powerful artifact will reduce all types of physical damage from weapons by one category. Thus an attack from a claw that would normally have inflicted a deep wound will now have only inflicted a moderate wound.

Liquid of the Gods-V

This extremely valued liquid often comes in a crystal flask. If the entire flask is consumed, the character will receive a permanent bonus of 1d4 points to their damage absorption (DA) level. Only one of these flasks can be consumed in a character's lifetime. Any further attempt to drink additional flasks will result in a loss of 2 levels to the character's DA level.

Dust of Teleportation-V

When the user throws a pinch of dust at the ground at their feet, a flash appears and the user is instantly teleported to a desired location up to 10 miles away. Each bag of dust will hold enough for about 10 uses.

Vial of Haste-N

When drunk, this potion will grant reduce the SP cost of all actions by 2 points for a duration of 2d4 minutes/rounds.

Circlet of Animal Control-P

This golden band allows the wearer to control the thoughts and movements of one normal creature no larger than a lion. The wearer can control a different creature each round, but can only control one at a time.

Bands of Hardiness-N

These golden armbands, while worn, will raise the base DA level of the wearer by 1.

Greater Bands of Hardiness-P

Similar to normal bands of hardiness, these rarer versions will increase the wearer's base DA level by 2 as long as they are worn.

Bracers of the Bull-A

These bracers will raise the strength of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a

character removes the item and puts it back on, they bonus amount will not change.

Belt of the Feline-A

This belt will raise the agility of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

Vest of the Ox-A

This vest will raise the endurance of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

Ring of the Owl-A

This ring will raise the intellect of the character by 2d6 points while worn. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

Dice of Luck-A

These dice will raise the luck of the character by 2d6 points while being carried. The 2d6 must be rolled when the item is created, and the number of bonus points will remain unchanged. I.e., if a character removes the item and puts it back on, they bonus amount will not change.

Sharkskin Cloak-N

This magical cloak, when worn, will enable the character free range of motion and movement while in the water, as well as conferring the ability to breathe underwater.

Eagle Charm-A

This pendant allows the character to fly for up to one hour per day at a movement rate of 40. The character can carry their own body weight plus up to an additional 100 pounds.

Horn of Battle-N

While this horn is being played, all allies within a 100 meter radius will receive bonuses of +1 to their DRL, ADP, and DDP levels.

BESTIARY



CREATURE CATALOG

One of the most integral parts of most rpgs are the heroic battles with evil creatures. Legends are often born of the stories of the outmatched hero valiantly defeating a powerful monster. This chance for fame often rivals the lust for wealth as a main reason why character's will take the adventure's path.

Some of the creatures listed in this catalog you might be familiar with, others are completely new. Most of the well known creatures here have been taken right out of historical literature.

You will also notice that each creature will be described in a set format as below:

Name

DA: The damage absorption level
 Actions: # of actions per round
 ADP: Attacking Dice Pool
 DDP: Defense Dice Pool
 DRL: Damage Rating Level
 Int: Intellect
 Str: Monstrous strength rating*
 Luck: Luck
 Initiative: modifier added to initiative roll
 Movement: # of feet per round

Description: The physical description of the creature.

Habitat: A description of how and where the creature can be found.

Abilities: The powers and abilities of the creature.

Treasure: Typical treasure found on the creature.

*Monstrous Strength

Unlike that character's strength score, creatures have what is called a monstrous rating. The rating isn't an exact strength score, but a general idea of how strong a creature is. The chart below details how many pounds a creature can lift by strength rating.

Strength Ratings

Rating	Definition	Max Lift Weight
F	Feeble	10-25 lbs
W	Weak	25-70 lbs
H	Human	70-250 lbs
B	Bestial	250-500 lbs
G	Giant	500-5000 lbs
T**	Titan	5000 lbs +

** Creatures with titan strength will also have an SDRL rating of ½ their DRL rating. I.e., a creature with titan strength and a natural DRL rating of 18 would have an SDRL rating of 9.

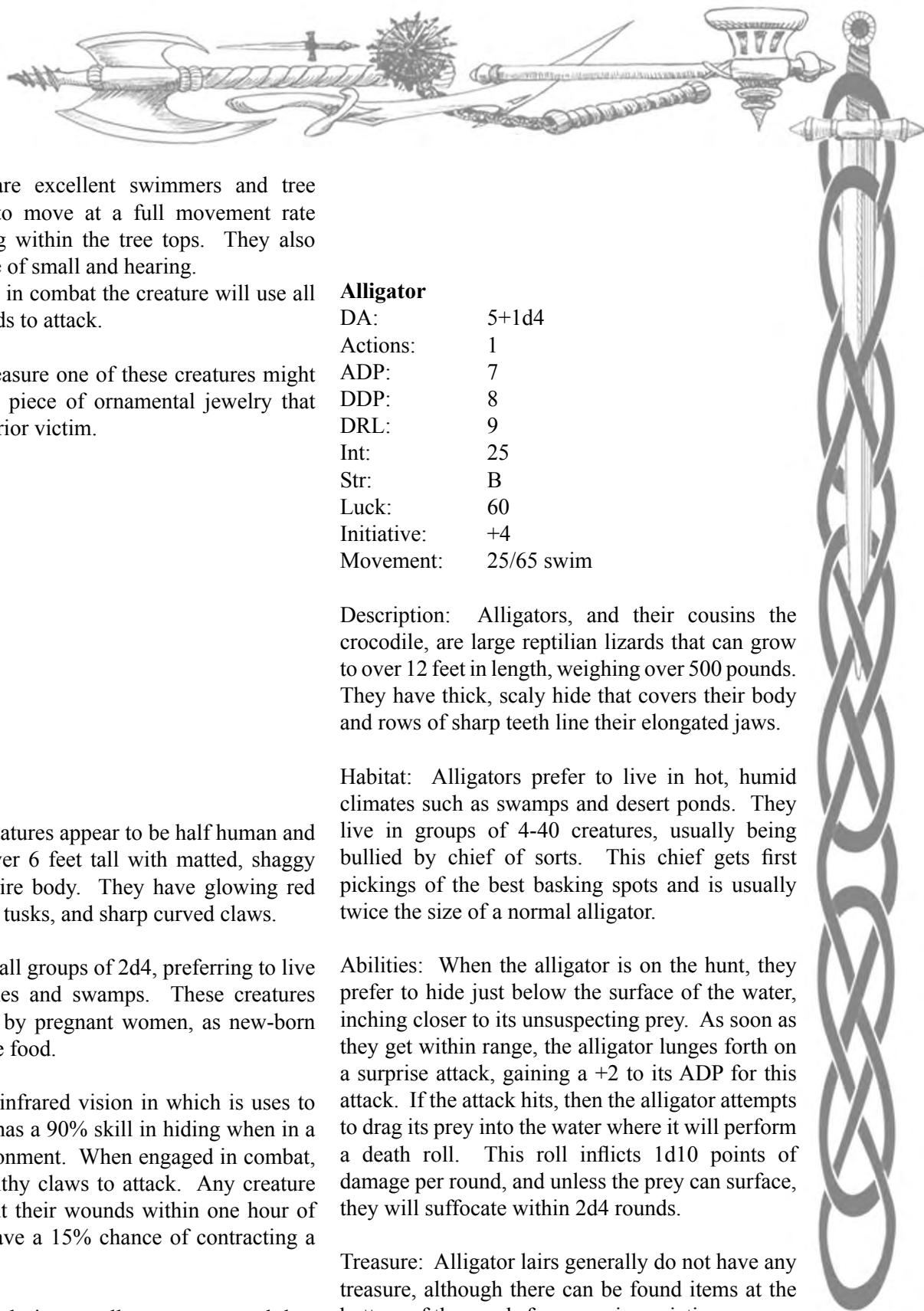
Please note that these numbers are just guidelines. Feel free to adjust and modify numbers as you see fit to better maintain game balance. A goblin chieftain, for instance, will more than likely have higher DA, DRL, ADP, and DDP levels than a standard goblin.

Ahuizotl

DA: 4+1d4
 Actions: 3
 ADP: 4
 DDP: 5
 DRL: 5
 Int: 35
 Str: H
 Luck: 55
 Initiative: +4
 Movement: 18

Description: This creature resembles a cross between an orangutan and a chimpanzee, with an opposable hand at the end of its tail. Its hands and feet are webbed and clawed, allowing it to swim quite well and be effective in combat.

Habitat: These ferocious creatures make their home deep within the jungle on the outskirts of humanoid settlements, preying on their victims. They live in small clans from 10-40 creatures, being led by the oldest and strongest. A favorite tactic is to lie in the water, waiting for a humanoid to get close enough to ambush.



Abilities: Ahuizotl are excellent swimmers and tree climbers, being able to move at a full movement rate swimming and moving within the tree tops. They also have an excellent sense of smell and hearing.

When engaged in combat the creature will use all three of its clawed hands to attack.

Treasure: The only treasure one of these creatures might have is the occasional piece of ornamental jewelry that they have taken off a prior victim.

AI

DA: 6+1d4
Actions: 2
ADP: 8
DDP: 6
DRL: 8
Int: 30
Str: H
Luck: 58
Initiative: +7
Movement: 25

Description: These creatures appear to be half human and half beast, standing over 6 feet tall with matted, shaggy hair covering their entire body. They have glowing red eyes like fire, boar-like tusks, and sharp curved claws.

Habitat: Als live in small groups of 2d4, preferring to live in the secluded marshes and swamps. These creatures are particularly feared by pregnant women, as new-born babies are their favorite food.

Abilities: The AI has infrared vision in which is uses to help find its prey, and has a 90% skill in hiding when in a swamp or marsh environment. When engaged in combat, the creature uses its filthy claws to attack. Any creature who does not clean out their wounds within one hour of being wounded will have a 15% chance of contracting a disease.

Treasure: Als have no desire to collect treasure, and thus any found will be purely incidental.

Alligator

DA: 5+1d4
Actions: 1
ADP: 7
DDP: 8
DRL: 9
Int: 25
Str: B
Luck: 60
Initiative: +4
Movement: 25/65 swim

Description: Alligators, and their cousins the crocodile, are large reptilian lizards that can grow to over 12 feet in length, weighing over 500 pounds. They have thick, scaly hide that covers their body and rows of sharp teeth line their elongated jaws.

Habitat: Alligators prefer to live in hot, humid climates such as swamps and desert ponds. They live in groups of 4-40 creatures, usually being bullied by chief of sorts. This chief gets first pickings of the best basking spots and is usually twice the size of a normal alligator.

Abilities: When the alligator is on the hunt, they prefer to hide just below the surface of the water, inching closer to its unsuspecting prey. As soon as they get within range, the alligator lunges forth on a surprise attack, gaining a +2 to its ADP for this attack. If the attack hits, then the alligator attempts to drag its prey into the water where it will perform a death roll. This roll inflicts 1d10 points of damage per round, and unless the prey can surface, they will suffocate within 2d4 rounds.

Treasure: Alligator lairs generally do not have any treasure, although there can be found items at the bottom of the ponds from previous victims.



Ammut

DA: 8+1d6
Actions: 3
ADP: 11
DDP: 10
DRL: 13 bite/9 claw
Int: 28
Str: B
Luck: 68
Initiative: +8
Movement: 30/15 swim

Description: Commonly referred to as “eater of the dead”, ammut are monsters with the head of a crocodile, a lion’s body, and the back end of a hippopotamus.

Habitat: Ammut live in hot, dry, humid areas near a body of water in which they bask for most of the day. They can be found in groups of 4d4, and get their name because some primitive humanoid tribes would dispose of dead bodies near their lair. The ammut seemed to actually prefer the flesh of the long dead as opposed to fresh meat.

Abilities: Despite their great bulk, the ammut is actually a fairly good swimmer, and will often attempt to drown its prey in a similar way that a crocodile will.

Treasure: The ammut collects no treasure, but occasionally one might find valuables on the bottom of the river where these creatures make their home from previous prey.

Ape, Giant Gorilla

DA: 6+1d4
Actions: 2
ADP: 7
DDP: 5
DRL: 9
Int: 30
Str: B
Luck: 56
Initiative: +6
Movement: 30

Description: The giant ape is a larger version of a normal gorilla, growing to over 7 feet tall.

Habitat: The giant apes can only be found deep within the Jungle of Tears, living in groups of 10-20 apes. These groups will be led by a silverback (DA: 8+1d4 ADP: 9 DDP: 7 DRL: 11). They prefer to avoid humanoid contact whenever possible, but will attack if they feel threatened.

Abilities: Giant gorillas not only possess great strength, but have 90% stealth and silent walk when in the jungle.

Treasure: Giant apes possess no treasure.

Barbegazi

DA: 2+1d4
Actions: 1
ADP: 3
DDP: 4
DRL: by wpn
Int: 70
Str: W
Luck: 75
Initiative: by wpn
Movement: 20

Description: Barbegazi are a cousin to the gnomes, having thick shaggy hair that covers their entire body. The pads of their feet are very thick, protecting them from the hard stones of the cold mountains. A typical barbegazi stands just over 2 feet tall.

Habitat: Barbegazi live in clans of 10-40 high within the mountains of the Frozen Lands. They are very wary of any outsider, and will not generally expose their existence unless absolutely necessary.

Abilities: Most barbegazi are skilled in moderate levels of totem magic, and all are excellent at stealth, having a 95% skill rating in both silent walk and hiding while in a snowy climate. Because of their nature, barbegazi are also extremely resistant to cold, and any damage they take from a cold-based attack will be reduced by two categories.

Treasure: Most of the treasure found in a barbegazi lair will be various gems or magical totems.



Basilisk

DA: 2+1d4
Actions: 1
ADP: 5
DDP: 6
DRL: 4
Int: 35
Str: F
Luck: 73
Initiative: +5
Movement: 15/25 flight

Description: Basilisks are much more horrifying than their harmless appearance would let on. They at first glance appear as large roosters, but closer inspection reveals a serpentine tail and glassed over eyes.

Habitat: Basilisks are solitary creatures, often being found in ancient ruins or deep within temperate woodlands where people are not found. A basilisk lair is unmistakable as there are stone statues of various creatures littered all over the place. Each one of these statues was unlucky creature who had met the gaze of the basilisk.

Abilities: A basilisk will hardly ever engage in physical combat, preferring to let its terrifying gaze do the damage. Any creature that makes eye contact with the creature must make a luck check at a -25 penalty or be permanently turned to stone. The victim and all of his possessions will instantly be turned into stone in this manner. If a character is attempting to engage in combat while averting their eyes, they will have their ADP and DDP levels reduced by 1/2. Missile combat cannot be done effectively while averting the eyes. Even if melee combat is attempted, in addition to the above DP penalty, the character must also make a successful luck check at a +10 bonus every round or they will inadvertently make eye contact and will be forced to make another luck check at the -25 penalty to avoid being turned to stone.

Treasure: Normally a basilisk lair will not contain any treasure, as any valuables would have been turned to stone with whoever was carrying them. Occasionally one may find something of value if an extensive search is done.

Bear, Black

DA: 4+2d4
Actions: 3
ADP: 8
DDP: 6
DRL: 7/7/5
Int: 20
Str: B
Luck: 40
Initiative: +6
Movement: 40

Description: The black bear is one of smaller bears to be encountered, standing about 5 feet tall and weighing just over 300 pounds. They have thick, yet short dark fur that covers their bodies, and have sharp claws and teeth in which they attack.

Habitat: Black bears are solitary creatures, preferring to live in temperate forests, wandering on the constant search for food. They can be encountered throughout the year, but are extremely rare during winter months.

Abilities: Black bears have a great sense of smell, and are often encountered at campsites, where their curiosity and smell for food brings them near. A black bear will not normally attack unless it feels threatened, or if it has cubs with it.

Treasure: Black bears have no treasure.

Bear, Cave

DA: 10+2d4
Actions: 3
ADP: 15
DDP: 13
DRL: 13/13/9
Int: 25
Str: B
Luck: 45
Initiative: +8
Movement: 45

Description: Cave bears are the largest species of bear to be encountered. They stand over 14 feet tall, and weigh over a ton. Long, coarse hair covers their bodies, and large claws and razor sharp teeth are used in defense and attack.





Habitat: Cave bears are very solitary creatures, preferring to spend a majority of their time asleep in their caves. They do occasionally wander forth to hunt, but more often they get their food from unsuspecting prey that enters their lair.

Abilities: Cave bears have an excellent sense of hearing and smell, and are almost never surprised. They are very aggressive, and will attack anything that enters their lair. When engaged in combat, the cave bear will attempt to hug its opponent. If both of its claw attacks hit, then the target is within the bears grasp and will suffer a deep wound per round in this hug automatically each round until the hug is broken. The only way to break this hug is for the bear to die or a successful strength check must be made. Both the bear and the target must roll the % die, and whoever rolls further under their strength score will win.

Additionally, when the bear suffers its first severe wound, it will enter a rage, temporarily gaining a +2 shift to its ADP until it dies.

Treasure: The cave bear lairs generally house a few types of treasure, usually from past prey that has tried unsuccessfully to hunt it.

Black Annis

DA: 5+2d4
Actions: 2
ADP: 11
DDP: 9
DRL: 9
Int: 75
Str: H
Luck: 66
Initiative: +5
Movement: 25

Description: A more powerful cousin of the hag, the Black Annis appears as an elderly ragged woman with blue skin and a single, piercing eye. She is most commonly spotted sitting atop a pile of bones at the entrance of her cave lair.

Habitat: The Black Annis lives in solitude within the moors and highlands, preferring to make their home in a deep cave or abandon stone keep. They are evil, vicious creatures who love the taste of humanoid flesh; dwarfs and humans in particular. They are also very cunning, and have been known to disguise

themselves as trapped fair maidens to lure an unwary hero in close for the attack.

Abilities: While being very dangerous in melee combat with their long, sharp claws, the Black Annis is also skilled in moderate channeling magic as well.

Treasure: The Black Annis loves to collect treasure, and a typical lair will have 2d4x1000 gold and a few arcane items, as well as several items of jewelry.

Black Dog

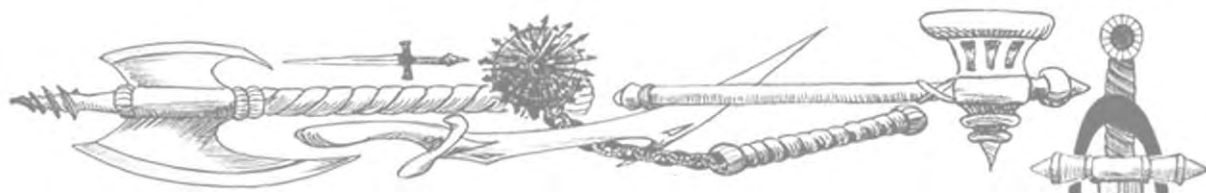
DA: 4+1d4
Actions: 1
ADP: 5
DDP: 4
DRL: 7
Int: 25
Str: H
Luck: 55
Initiative: +5
Movement: 40

Description: The black dogs get their name from the coat of jet black fur that covers their entire body. They are massive canines, standing almost three feet tall at the shoulder and weighing more than 200 pounds. Some claim that these dogs are the hounds from the depths of hell, as their eyes glow a dim red.

Habitat: Black dogs can most commonly be encountered either in packs of 3d4 in the moors and highlands, or individually in the outskirts of a small town or village where it preys on anyone who might stray into the night.

Abilities: Black dogs have an excellent sense of smell, and are near impossible to detect, having a skill of 85% in hiding and silent walk.

Treasure: Black dogs have no treasure, but their hides are often sold as proof of reward. A typical black dog pelt will sell for 50 gold.



Boar, Wylde

DA: 2+2d6
Actions: 1
ADP: 6
DDP: 4
DRL: 7
Int: 20
Str: B
Luck: 40
Initiative: +6
Movement: 40

Description: Wylde boars strongly resemble their normal brethren, but are much larger and intimidating. They can stand up to four feet tall at the shoulder and can weigh several hundred pounds. Long tufts of matted hair cover their body, and foot long tusks protrude from their lower jaw.

Habitat: The giant boar inhabit the foothills of the Horde Lands in groups of 10-20 creatures, being led by an alpha male that is twice as tough as the others. They are very aggressive, and won't hesitate to attack and eat another animal that they come across.

Wylde Boars are often captured and trained as beasts of burden or mounts by some of the orc and goblin tribes that live in the area.

Abilities: Wylde Boars have no unusual abilities except their enhanced sense of smell and temperamental nature.

Treasure: Wylde Boars keep no treasure, but their tusks are valued and can fetch up to 50 gold on the open market.

Bugbear

DA: 2d6
Actions: 1
ADP: 5
DDP: by armor
DRL: by weapon +2
Int: H
Str: 90
Luck: 45
Initiative: by wpn
Movement: 35

Description: Bugbears are large humanoids that have strong bear-like traits. They stand over 7' tall and weigh over 500 pounds, with thick fur covering their entire

bodies. They can wear armor and grasp tools and weapons, but their heads are almost exclusively bear-like.

Habitat: Bugbears often live in tribes of 100-500 members, preferring to make their homes in the cold, less inhabited areas of the world. They are very cautious of outsiders, and won't hesitate to make a meal out of a person caught in their lands.

Abilities: Bugbears don't have any arcane abilities, but they are very sturdy and have great endurance. They also have a great sense of smell and hearing. Bugbear chieftains will generally have a DA of 11, base ADP of 8, and a +4 bonus to their DRL level.

Treasure: The individual bugbear will generally be armed and armored, with approximately 2d10 gold. Bugbear chieftains will be much better armed, usually with a magical item or two, as well as having a few thousand gold in the tribal coffers.

Bunyip

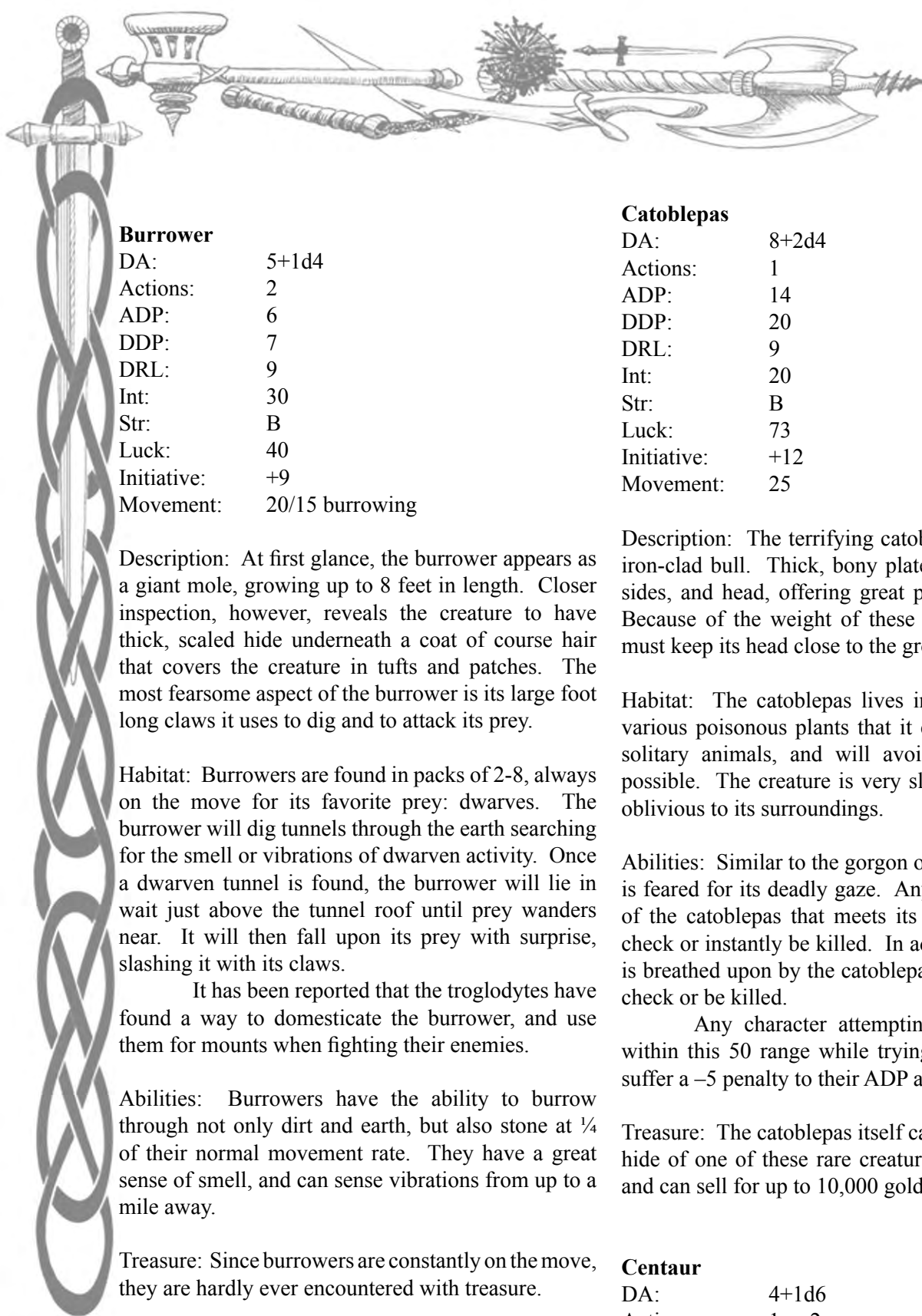
DA: 8+2d4
Actions: 1
ADP: 7
DDP: 8
DRL: 13
Int: 28
Str: B
Luck: 59
Initiative: +8
Movement: 15/30 swim

Description: The bunyip is a beast that closely resembles a large elephant seal, with a larger fang-filled mouth and stouter legs in the place of front fins.

Habitat: Bunyips thankfully live in solitude in ocean near rocky beaches. They prefer the flesh of humanoids, and will venture onto land during the nightfall to hunt sleeping people in coastal villages.

Abilities: Despite their great bulk, bunyips are excellent swimmers, and also can move relatively fast on land as well, using their front powerful legs for propulsion.

Treasure: Bunyips do not have or keep treasure.



Burrower

DA: 5+1d4
Actions: 2
ADP: 6
DDP: 7
DRL: 9
Int: 30
Str: B
Luck: 40
Initiative: +9
Movement: 20/15 burrowing

Description: At first glance, the burrower appears as a giant mole, growing up to 8 feet in length. Closer inspection, however, reveals the creature to have thick, scaled hide underneath a coat of coarse hair that covers the creature in tufts and patches. The most fearsome aspect of the burrower is its large foot long claws it uses to dig and to attack its prey.

Habitat: Burrowers are found in packs of 2-8, always on the move for its favorite prey: dwarves. The burrower will dig tunnels through the earth searching for the smell or vibrations of dwarven activity. Once a dwarven tunnel is found, the burrower will lie in wait just above the tunnel roof until prey wanders near. It will then fall upon its prey with surprise, slashing it with its claws.

It has been reported that the troglodytes have found a way to domesticate the burrower, and use them for mounts when fighting their enemies.

Abilities: Burrowers have the ability to burrow through not only dirt and earth, but also stone at $\frac{1}{4}$ of their normal movement rate. They have a great sense of smell, and can sense vibrations from up to a mile away.

Treasure: Since burrowers are constantly on the move, they are hardly ever encountered with treasure.

Catoblepas

DA: 8+2d4
Actions: 1
ADP: 14
DDP: 20
DRL: 9
Int: 20
Str: B
Luck: 73
Initiative: +12
Movement: 25

Description: The terrifying catoblepas appears as a large iron-clad bull. Thick, bony plates cover its entire back, sides, and head, offering great protection to these areas. Because of the weight of these plates, the beast always must keep its head close to the ground.

Habitat: The catoblepas lives in the vast plains, eating various poisonous plants that it comes across. They are solitary animals, and will avoid human contact when possible. The creature is very sluggish, and often seems oblivious to its surroundings.

Abilities: Similar to the gorgon or basilisk, the catoblepas is feared for its deadly gaze. Any creature within 50 feet of the catoblepas that meets its gaze must make a luck check or instantly be killed. In addition, any creature that is breathed upon by the catoblepas must also make a luck check or be killed.

Any character attempting to engage in combat within this 50 range while trying to avoid the gaze will suffer a -5 penalty to their ADP and DDP rolls.

Treasure: The catoblepas itself carries no treasure, but the hide of one of these rare creatures is highly sought after and can sell for up to 10,000 gold.

Centaur

DA: 4+1d6
Actions: 1 or 2
ADP: 6
DDP: 5
DRL: by wpn or 7
Int: 50
Str: H
Luck: 50
Initiative: by wpn or +5
Movement: 35



Description: The mythical centaurs have the bodies of humans from the waist up, and the bodies of a horse from the waist down.

Habitat: Centaurs can be found either in temperate woodlands or the plains areas, living in tribes of 2d6x10 beasts. They prefer to live away from the other humanoid species, and hold the preservation of nature in high regard.

Abilities: Centaurs combine the best of two different species into their hybrid forms. They have the intelligence and cunning of humans, and the strength and endurance of a horse. When engaged in combat, they will use a great war bow to attack from a distance, and will use their powerful hooves when in melee combat. If a centaur is preparing for battle, they have been known to wear a mail hauberk and barding armor which will give them a DDP of 9.

Treasure: The individual centaur will carry 2d20 gold, as well as any personal belongings. The tribal treasure of a centaur clan will consist of 2d4x100 gold, a few magical items, and a few pieces of jewelry.

Chimera

DA: 8+3d4
Actions: 5
ADP: 12
DDP: 10
DRL: 9 claws/6 bite/10 gore
10 fire
Int: 40
Str: B
Luck: 70
Initiative: +8
Movement: 30/45 flight

Description: The mythical chimera is truly a horrifying creature to behold. This three-headed creature has the body of a great lion with huge leathery wings and a serpent's tail. One of the heads is that of a lion, one is a horned goat, and the third is that of a serpent.

Habitat: The chimera, thankfully, is a solitary creature that makes its home either in deep caverns or abandon ruins. Stumbling upon a chimera's lair should come as no surprise, as bones and the remains of its prey litter the entrance.

Chimeras have a nasty temperament, attacking any creature that ventures into its territory with a savage vengeance.

Abilities: The chimera prefers to enter combat by sweeping from the air to pounce on a target prey. The creature is extremely formidable in combat, able to attack with both of its front legs, a bit from the lion's head and serpent's head, and finally a savage gore from the goat's razor sharp horns. If facing multiple attackers in close quarters, the chimera will forgo its normal attacks in lieu of a flame attack. The creature will breathe a column flame 5' wide by 30' long that it will use to sweep an area up to 50' across from side to side. Any creature who fails its defense roll will suffer damage equal to a DRL of 10. A chimera can breathe this flame up to once an hour.

Treasure: A chimera's lair usually holds quite a bit of treasure from would-be slayers looking for fame or from normal prey it has brought back to its lair. This treasure horde will include 4d6x1000 gold, various gems and/or jewelry worth 1d4x1000 gold, and a few arcane items.

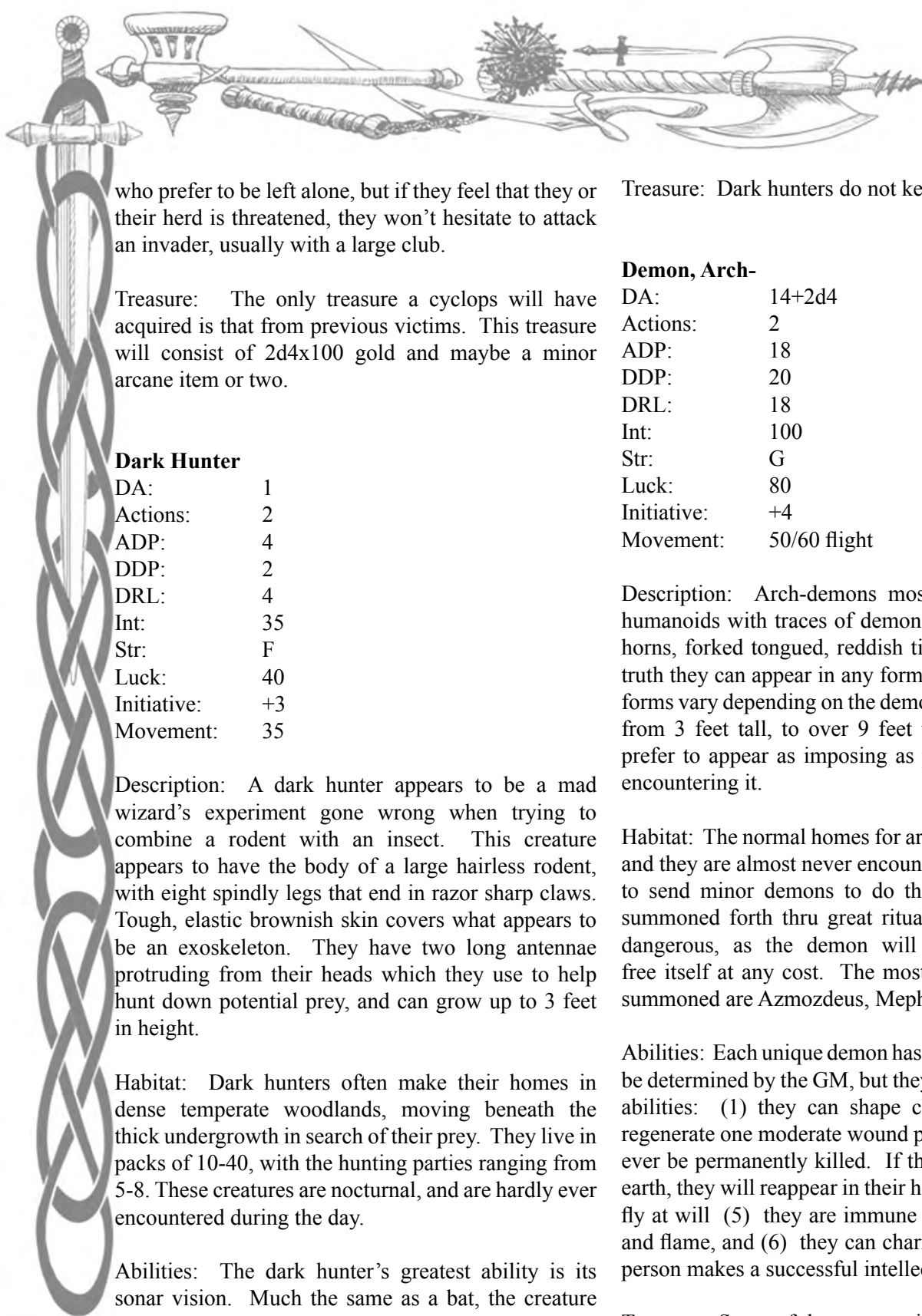
Cyclops

DA: 8+1d4
Actions: 2
ADP: 9
DDP: 7
DRL: 13
Int: 40
Str: B
Luck: 58
Initiative: +10
Movement: 34

Description: Cyclops are lesser humanoid giants, standing upwards of 15' tall. The most telling feature of a cyclops is its single eye directly in the center of its forehead.

Habitat: Cyclops are solitary herders, living alone as shepherds overseeing their prized herds of sheep. They are primarily encountered in warm climates where there is an ample supply of grassland for their herds.

Abilities: Cyclops are simple minded creatures



who prefer to be left alone, but if they feel that they or their herd is threatened, they won't hesitate to attack an invader, usually with a large club.

Treasure: The only treasure a cyclops will have acquired is that from previous victims. This treasure will consist of 2d4x100 gold and maybe a minor arcane item or two.

Dark Hunter

DA: 1
Actions: 2
ADP: 4
DDP: 2
DRL: 4
Int: 35
Str: F
Luck: 40
Initiative: +3
Movement: 35

Description: A dark hunter appears to be a mad wizard's experiment gone wrong when trying to combine a rodent with an insect. This creature appears to have the body of a large hairless rodent, with eight spindly legs that end in razor sharp claws. Tough, elastic brownish skin covers what appears to be an exoskeleton. They have two long antennae protruding from their heads which they use to help hunt down potential prey, and can grow up to 3 feet in height.

Habitat: Dark hunters often make their homes in dense temperate woodlands, moving beneath the thick undergrowth in search of their prey. They live in packs of 10-40, with the hunting parties ranging from 5-8. These creatures are nocturnal, and are hardly ever encountered during the day.

Abilities: The dark hunter's greatest ability is its sonar vision. Much the same as a bat, the creature sends forth sonic waves to see in the dark. This gives the creature excellent maneuverability at night. When the black hunters attack, they will all focus on one single target that appears the weakest. They will attempt to swarm and overwhelm this target to bring forth a quick death. If the battle does not seem to go in their favor, these creatures won't hesitate to flee.

Treasure: Dark hunters do not keep any treasure.

Demon, Arch-

DA: 14+2d4
Actions: 2
ADP: 18
DDP: 20
DRL: 18
Int: 100
Str: G
Luck: 80
Initiative: +4
Movement: 50/60 flight

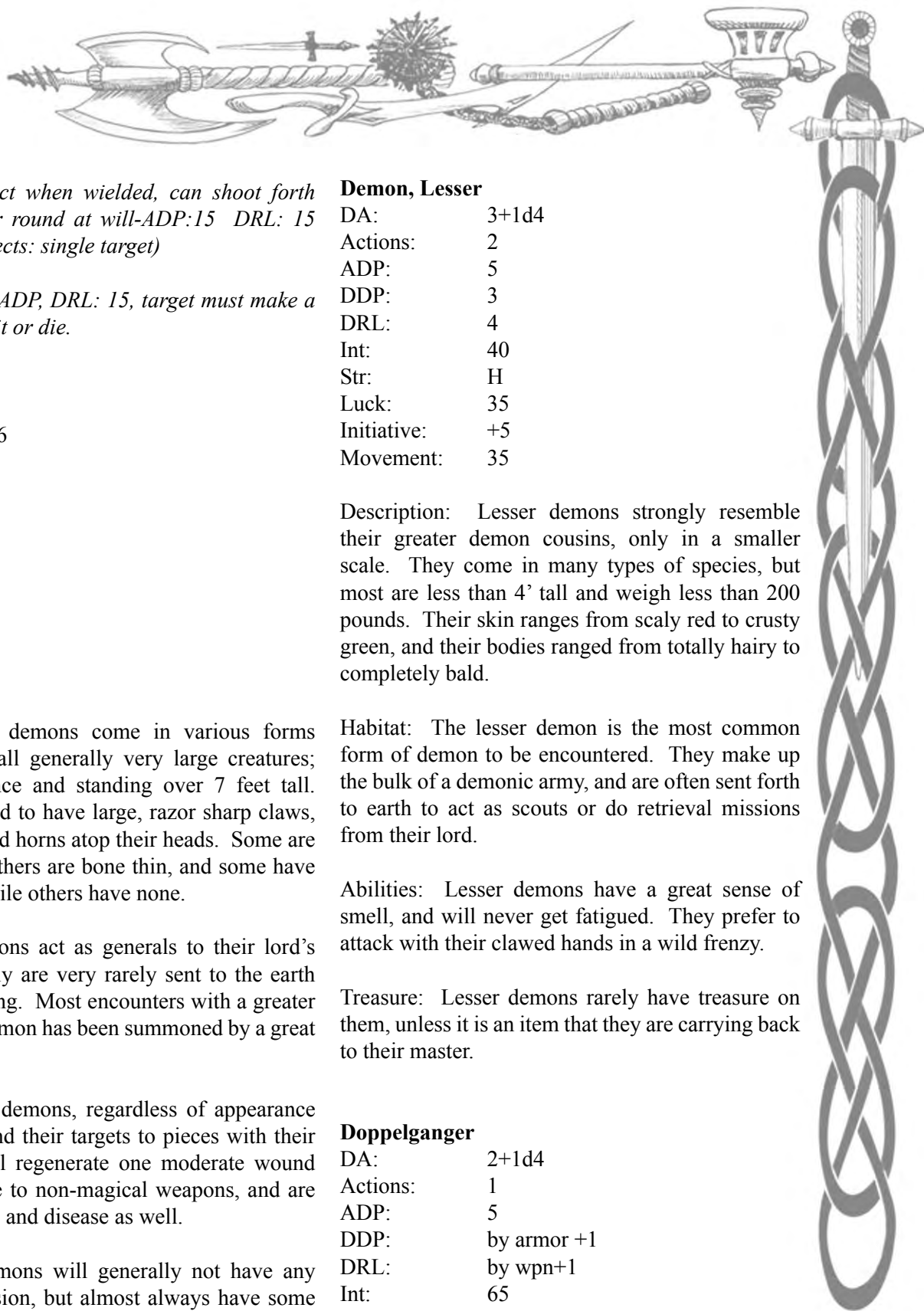
Description: Arch-demons most often appear as male humanoids with traces of demonic lineage, such as small horns, forked tongued, reddish tinge, barbed tail, etc. In truth they can appear in any form they desire, and the true forms vary depending on the demon you have encountered, from 3 feet tall, to over 9 feet tall. Most arch-demons prefer to appear as imposing as possible to the creatures encountering it.

Habitat: The normal homes for arch-demons reside in hell, and they are almost never encountered on earth, preferring to send minor demons to do their work. They can be summoned forth thru great rituals, but this is extremely dangerous, as the demon will manipulate and try to free itself at any cost. The most common demons to be summoned are Azmozdeus, Mephistopheles, or Baal.

Abilities: Each unique demon has its own special powers to be determined by the GM, but they all share some common abilities: (1) they can shape change at will (2) they regenerate one moderate wound per round (3) they cannot ever be permanently killed. If their body is destroyed on earth, they will reappear in their home in hell. (4) they can fly at will (5) they are immune to non-magical weapons and flame, and (6) they can charm any person unless that person makes a successful intellect check.

Treasure: Some of the rarest artifacts can be found in the possession of an arch-demon. These creatures have often sent their minions out to retrieve magical items of legend, and if defeated, will most likely have one of those items in their possession. The lair of an arch-demon is also often filled with countless riches of various forms as well. Some examples of artifacts that can be found with an arch-demon are as follows:

Staff of Azmozdeus



(grants +20 to intellect when wielded, can shoot forth a ball of fire once per round at will-ADP:15 DRL: 15 Range: 100 yards Affects: single target)

Club of Baal

2-handed weapon, +5 ADP, DRL: 15, target must make a luck check with each hit or die.

Demon, Greater

DA: 10+1d6
Actions: 2
ADP: 15
DDP: 12
DRL: 12
Int: 85
Str: B
Luck: 60
Initiative: +6
Movement: 40

Description: Greater demons come in various forms and variants, but are all generally very large creatures; humanoid in appearance and standing over 7 feet tall. These demons also tend to have large, razor sharp claws, barbed tails, and twisted horns atop their heads. Some are very heavysset, while others are bone thin, and some have short, stubby wings while others have none.

Habitat: Greater demons act as generals to their lord's armies in hell, and only are very rarely sent to the earth to do their master's bidding. Most encounters with a greater demon are when the demon has been summoned by a great mage.

Abilities: All greater demons, regardless of appearance differences, love to rend their targets to pieces with their sharp talons. They all regenerate one moderate wound per round, are immune to non-magical weapons, and are immune to poison, fire, and disease as well.

Treasure: Greater demons will generally not have any money in their possession, but almost always have some powerful magical item given to them by their lord. Such examples of these items are:

Circlet of the mage: +5 intellect

Blood Gauntlets: +2 to DRL

Demonic Plate Mail: DDP: 15

Demon, Lesser

DA: 3+1d4
Actions: 2
ADP: 5
DDP: 3
DRL: 4
Int: 40
Str: H
Luck: 35
Initiative: +5
Movement: 35

Description: Lesser demons strongly resemble their greater demon cousins, only in a smaller scale. They come in many types of species, but most are less than 4' tall and weigh less than 200 pounds. Their skin ranges from scaly red to crusty green, and their bodies ranged from totally hairy to completely bald.

Habitat: The lesser demon is the most common form of demon to be encountered. They make up the bulk of a demonic army, and are often sent forth to earth to act as scouts or do retrieval missions from their lord.

Abilities: Lesser demons have a great sense of smell, and will never get fatigued. They prefer to attack with their clawed hands in a wild frenzy.

Treasure: Lesser demons rarely have treasure on them, unless it is an item that they are carrying back to their master.

Doppelganger

DA: 2+1d4
Actions: 1
ADP: 5
DDP: by armor +1
DRL: by wpn+1
Int: 65
Str: H
Luck: 45
Initiative: by wpn
Movement: 33

Description: Doppelgangers in their natural form appear as featureless humanoids with pale gray skin. They have no facial features, and wear no clothing. Doppelgangers most often appear,



however, as a normal humanoid; either human, dwarf, elf, or gnome. They can change their shape at will to blend in with others.

Habitat: Doppelgangers make their lairs in secluded areas away from populous areas, but close enough to towns and cities to continue to hunt. They often change their shape to disguise a target group, and will attack with surprise once the target has let their guard down.

Abilities: Doppelgangers have the ability to change their appearance into any humanoid shape at will.

Treasure: Doppelgangers will often keep treasure and items from their victims.

Dragon, Earth

DA: 16+2d6
Actions: 3
ADP: 22
DDP: 25
DRL: 18
Int: 75
Str: T
Luck: 80
Initiative: +12
Movement: 30

Description: The great earth dragon is a monstrous beast that can grow to over 200 feet in length, and is very stocky when compared to other dragons. They are covered in brown/gray scales to help camouflage them in the deep mountain caves where they prefer to live. Earth dragons do not have wings, but they have very powerful claws and teeth in which they tear trespassers to pieces.

Habitat: Earth dragons are very rare, and only make their home in the most unreachable mountain caves. Their favorite food is mountain goat, and will often show pleasure to someone who provides them with this meal. Normally they are very passive, but won't hesitate to kill an unwelcome trespasser.

Abilities: Earth dragons have very powerful normal attacks in their huge claws and teeth, and also have some other innate powers at their disposal. They can hibernate for many years at a time, which makes them even rarer to see. Earth dragons also have the ability to cause an earthquake with a 1 mile radius that will

destroy every building within that radius.

In addition to these abilities, earth dragons are also immune to non-magical weapons and spells cast by a veteran character or lower.

Treasure: Earth dragons often have great hordes of treasure that they have accumulated throughout the ages. In addition, a master smith can create dragon armor from the hide of an earth dragon with a base ADP of 12 that weighs and is as flexible as mail armor.

Dragon, Sky

DA: 12+1d10
Actions: 3
ADP: 21
DDP: 20
DRL: 14
Int: 110
Str: G
Luck: 80
Initiative: +6
Movement: 40/200 flying

Description: A sky dragon's body is covered in hard, metallic blue scales that encase the entire 100 foot length of its body. Sky dragons also have a huge wing span of over 150 feet.

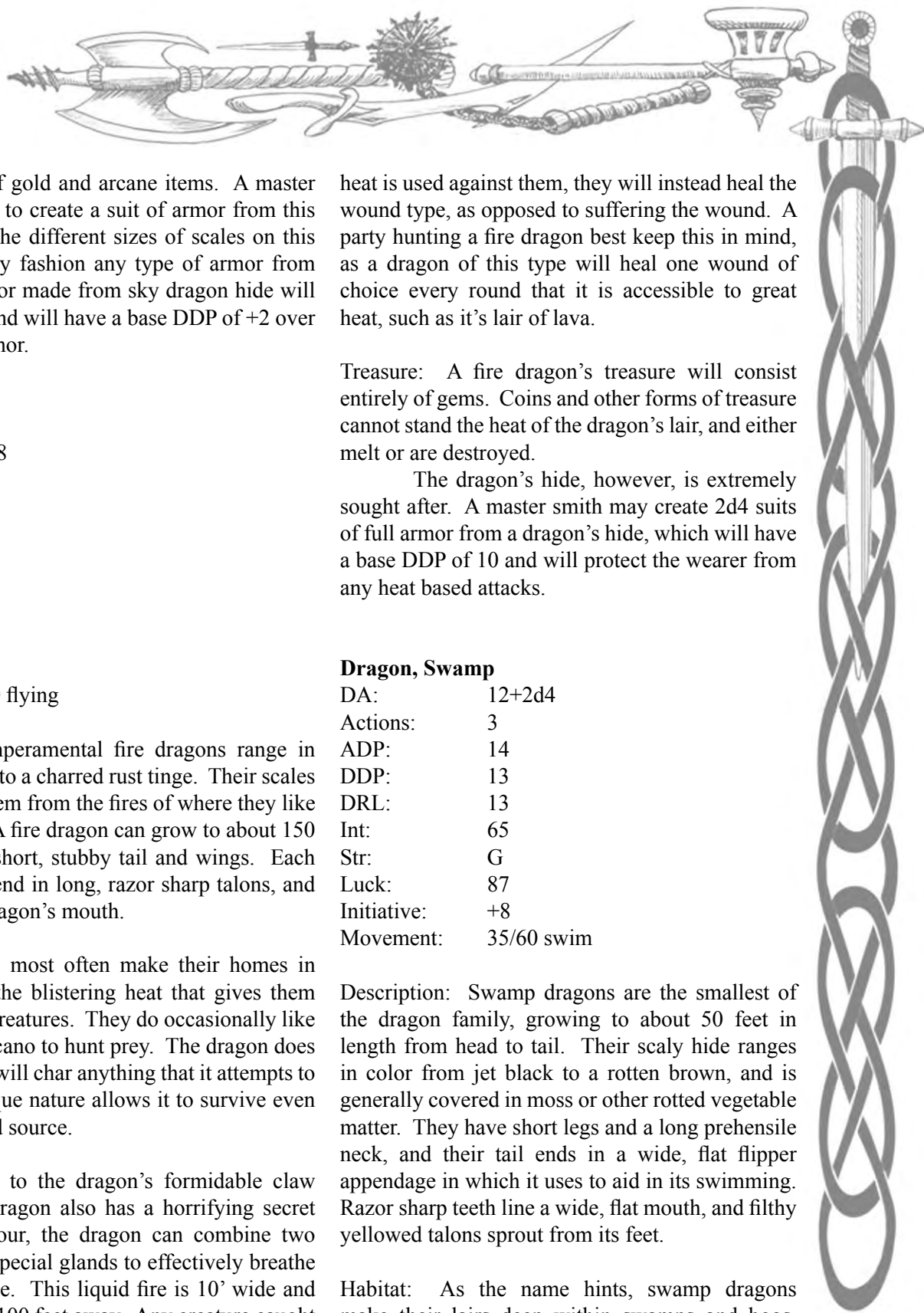
Habitat: Sky dragons make their homes in the layers of clouds, and thus are only seen when they come down to hunt. They have built huge castles with their magic in these clouds, and if one could reach them, they would think they were in the land of the gods.

Sky dragons are extremely temperamental, and will often attack without provocation.

Abilities: In addition to their normal attack of slashing with its claws and racking with its bite, sky dragons also have the ability of flight, and will often attack by strafing. They can, once every hour, breathe a huge cloud of scalding steam out to a range of 60 feet by 50 feet wide. Any creature caught in this cloud defends against an ADP of 15, and if failing, will suffer damage with an DRL level of 14.

Besides all these powers, the sky dragon also is skilled in advanced channeling magic and is immune to all non-magical weapons.

Treasure: Like earth dragons, sky dragons also like to collect vast mounds of treasure, and a dragon horde will



consist of thousands of gold and arcane items. A master smith will also be able to create a suit of armor from this creature. Because of the different sizes of scales on this creature, the smith may fashion any type of armor from leather to plated. Armor made from sky dragon hide will shine a brilliant blue, and will have a base DDP of +2 over the base for normal armor.

Dragon, Fire

DA: 10+2d8
Actions: 3
ADP: 24
DDP: 18
DRL: 19
Int: 95
Str: T
Luck: 92
Initiative: +9
Movement: 40/150 flying

Description: The temperamental fire dragons range in color from a bright red to a charred rust tinge. Their scales are thick, protecting them from the fires of where they like to make their homes. A fire dragon can grow to about 150 feet in length, with a short, stubby tail and wings. Each of the dragon's limbs end in long, razor sharp talons, and jagged teeth line the dragon's mouth.

Habitat: Fire dragons most often make their homes in volcanoes, preferring the blistering heat that gives them solitude against other creatures. They do occasionally like to fly up out of the volcano to hunt prey. The dragon does not like raw meat, and will char anything that it attempts to eat. The dragon's unique nature allows it to survive even on coal as the sole food source.

Abilities: In addition to the dragon's formidable claw and bite attacks, the dragon also has a horrifying secret weapon. Once per hour, the dragon can combine two separate chemicals in special glands to effectively breathe forth a column of flame. This liquid fire is 10' wide and can be shot forth up to 100 feet away. Any creature caught in this fire must defend against an ADP of 20. If the character fails their DDP roll, they will suffer 1d4 severe wounds. If the character succeeds in defending, they will still suffer damage equal to an DRL of 15.

If this ability was terrifying enough, fire dragons are also immune to any magical effect from a caster of less than veteran experience level. Fire dragons are also completely immune to fire and heat based attacks. If fire or

heat is used against them, they will instead heal the wound type, as opposed to suffering the wound. A party hunting a fire dragon best keep this in mind, as a dragon of this type will heal one wound of choice every round that it is accessible to great heat, such as it's lair of lava.

Treasure: A fire dragon's treasure will consist entirely of gems. Coins and other forms of treasure cannot stand the heat of the dragon's lair, and either melt or are destroyed.

The dragon's hide, however, is extremely sought after. A master smith may create 2d4 suits of full armor from a dragon's hide, which will have a base DDP of 10 and will protect the wearer from any heat based attacks.

Dragon, Swamp

DA: 12+2d4
Actions: 3
ADP: 14
DDP: 13
DRL: 13
Int: 65
Str: G
Luck: 87
Initiative: +8
Movement: 35/60 swim

Description: Swamp dragons are the smallest of the dragon family, growing to about 50 feet in length from head to tail. Their scaly hide ranges in color from jet black to a rotten brown, and is generally covered in moss or other rotted vegetable matter. They have short legs and a long prehensile neck, and their tail ends in a wide, flat flipper appendage in which it uses to aid in its swimming. Razor sharp teeth line a wide, flat mouth, and filthy yellowed talons sprout from its feet.

Habitat: As the name hints, swamp dragons make their lairs deep within swamps and bogs, where most humanoids avoid. They live in solitude, preying on any swamp life that happens by, including alligators, birds, or the occasional adventurer.

Unlike other dragons, a swamp dragon rarely sleeps. They are constantly on the prowl of prey, venturing up to a mile or so away from their lair. These lairs are very well hidden caves that can



be partially or fully submerged in the swamp.

Abilities: In combat, the swamp dragon prefers to lie in wait to ambush its prey. The creature is 90% undetectable when hiding in this manner. If the dragon is successful with either a bite or claw attack, the victim must make a luck check or be stricken with a disease that will take hold 1d4 days after the attack. This disease will drain 10 strength and endurance points every day for 2d6 days, or until cured. If either of these attributes are reduced to 0 or less, then the character will die. At the end of the 2d6 days, the character will begin to heal back 10 points a day until they are at normal strength.

Treasure: A swamp dragon normally doesn't keep treasure, and any treasure found will be that which is left from previous victims. Even with this sparse amount, it will generally be very well hidden within the swamp lair itself and be very difficult to find.

The hide of the dragon, however, is capable of being turned into a set of armor by a master smith. This armor is as supple as soft leather, but has a base DDP of 8. The armor also grants the wearer a +5% to their hiding skill while in a woodland or swamp area.

Dragon, Desert

DA: 12+1d8
Actions: 3
ADP: 18
DDP: 14
DRL: 16
Int: 88
Str: G
Luck: 99
Initiative: +6
Movement: 50/80 flying

Description: The desert dragon appears much more menacing than it actually is. This creature grows to a length of about 150 feet from head to tail, and has a wingspan of almost 100 feet. Hundreds of spines and spikes cover the dragon's golden brown scaly body, and long, curved talons grow from its claws.

Habitat: The desert dragons make their lairs deep within the dry arid climates where the temperature rises to sweltering temperatures. They prefer to make their lair within a deep cave complex inside the desert

cliffs, and often venture forth to hunt for prey.

These dragons will almost always sleep during the night, preferring the heat of the sun to warm their bodies and to use the warm updrafts to help them fly with ease.

Of all the dragons, desert dragons are the most tolerant of humanoids, and aren't opposed to a stimulating conversation with one. They will generally ask questions first before deciding to attack. However, anyone caught trying to steal from, or lie to a dragon will promptly be met with hostility.

Abilities: Sky dragons, like their cousins, generally attack with their talons and vicious bite. One of the favorite tactics of a sky dragon is to buffet its wings, creating a blinding sandstorm to billow forth in an area 50'x50'x40'. Any creature caught in this storm will have to make a luck check. Those that fail will be blinded for 2d6 rounds, while those that succeed will only be blinded until the storm dissipates, depending on the breeze in the area.

Desert dragons are also skilled in mental magic, being able to cast up to level 4 mental spells.

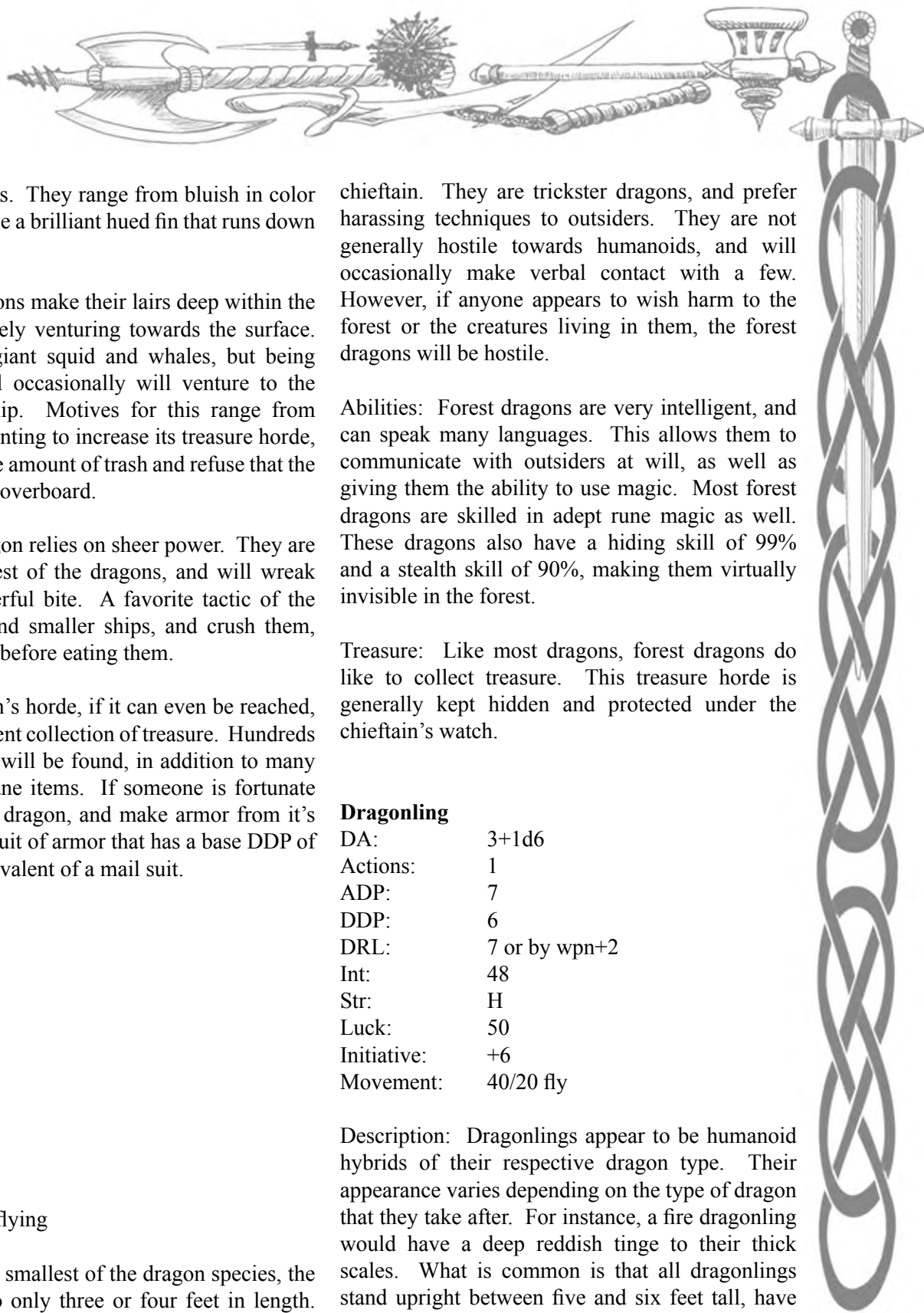
Treasure: Desert dragons are most fond of collecting intellectual forms of treasure, and quite often their horde will include ancient tombs that haven't been seen by humanoids for a hundred years or more.

A desert dragon's hide is very difficult to fashion into armor, and it can only be done by a master smith. This armor will have a base DDP of 9, but each scale will have a small spike or spine protruding from it. Any creature that attempts to grapple with the character will suffer damage in accordance with an DRL level of 4 each round that they are grappling with the character. This armor weighs the equivalent of a mail suit.

Dragon, Sea

DA: 21+1d4
Actions: 1
ADP: 25
DDP: 20
DRL: 20
Int: 60
Str: T
Luck: 75
Initiative: +15
Movement: 100 swim

Description: These great creatures of the ocean can grow over 300 feet long. They are very snake-like in appearance, having no wings, but they do have four very short legs



ending in hooked talons. They range from bluish in color to a jade green, and have a brilliant hued fin that runs down the length of it's body.

Habitat: The Sea dragons make their lairs deep within the ocean depths, very rarely venturing towards the surface. They primarily hunt giant squid and whales, but being intelligent beings, will occasionally will venture to the surface to attack a ship. Motives for this range from wanting more food, wanting to increase its treasure horde, or being upset about the amount of trash and refuse that the ship's crew may dump overboard.

Abilities: The sea dragon relies on sheer power. They are the strongest and largest of the dragons, and will wreak havoc with their powerful bite. A favorite tactic of the dragon is to coil around smaller ships, and crush them, letting the crew drown before eating them.

Treasure: A sea dragon's horde, if it can even be reached, will contain a magnificent collection of treasure. Hundreds of thousands of coins will be found, in addition to many jewels, gems, and arcane items. If someone is fortunate enough to kill and sea dragon, and make armor from it's hide, they will have a suit of armor that has a base DDP of 15 that weighs the equivalent of a mail suit.

Dragon, Forest

DA: 6+1d4
Actions: 3
ADP: 9
DDP: 8
DRL: 7
Int: 75
Str: W
Luck: 99
Initiative: +2
Movement: 10/40 flying

Description: By far the smallest of the dragon species, the forest dragons grow to only three or four feet in length. Their scales are mottled green and brown colors, and they have up to a five foot wingspan. They do have sharp talons and teeth that defy it's small stature.

Habitat: Forest dragons make their homes within the thick foliage of forests, from tropical rain forests to cold temperate forests. These dragons are the only ones who live in small clans of 2d20 dragons, and are led by a

chieftain. They are trickster dragons, and prefer harassing techniques to outsiders. They are not generally hostile towards humanoids, and will occasionally make verbal contact with a few. However, if anyone appears to wish harm to the forest or the creatures living in them, the forest dragons will be hostile.

Abilities: Forest dragons are very intelligent, and can speak many languages. This allows them to communicate with outsiders at will, as well as giving them the ability to use magic. Most forest dragons are skilled in adept rune magic as well. These dragons also have a hiding skill of 99% and a stealth skill of 90%, making them virtually invisible in the forest.

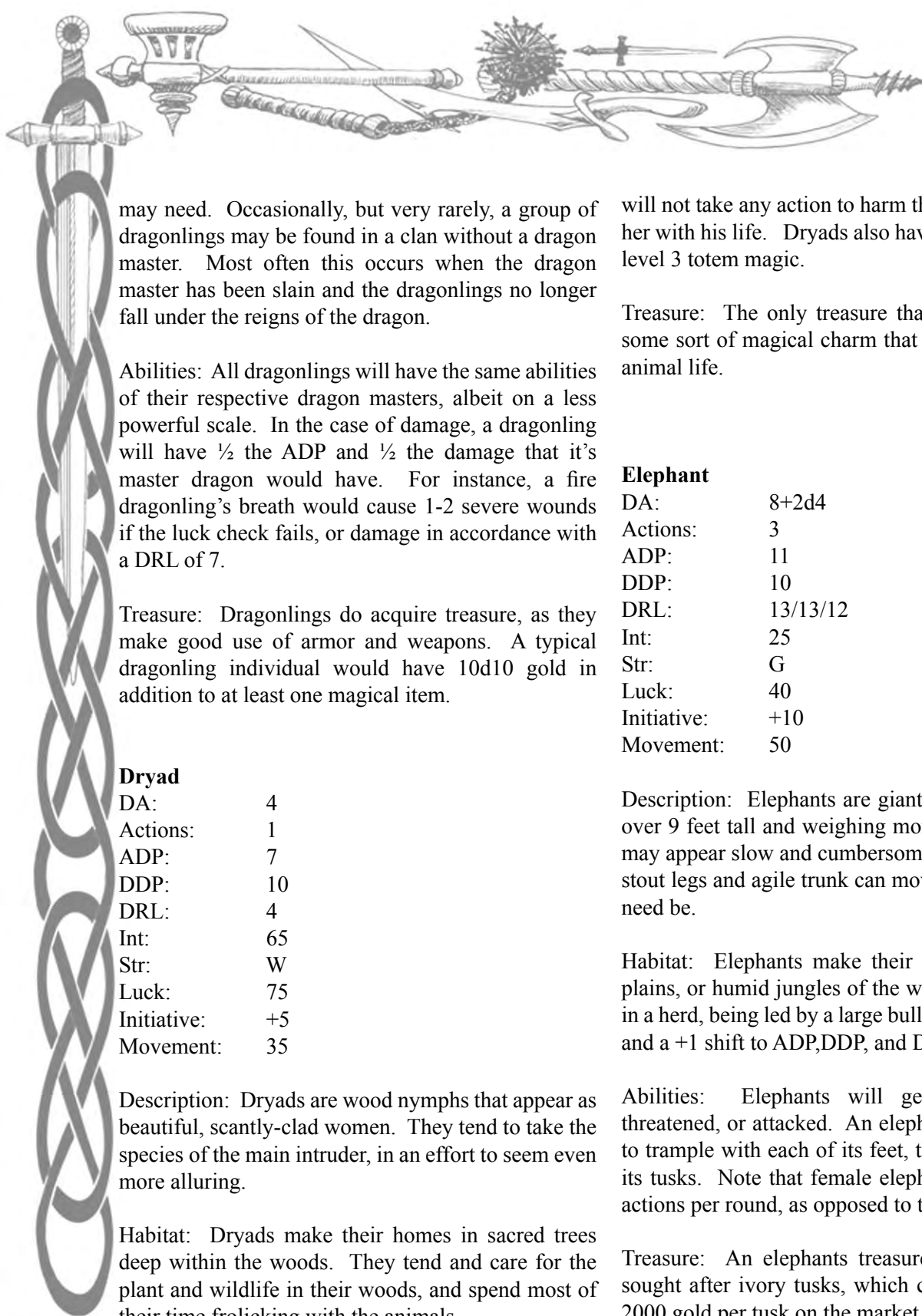
Treasure: Like most dragons, forest dragons do like to collect treasure. This treasure horde is generally kept hidden and protected under the chieftain's watch.

Dragonling

DA: 3+1d6
Actions: 1
ADP: 7
DDP: 6
DRL: 7 or by wpn+2
Int: 48
Str: H
Luck: 50
Initiative: +6
Movement: 40/20 fly

Description: Dragonlings appear to be humanoid hybrids of their respective dragon type. Their appearance varies depending on the type of dragon that they take after. For instance, a fire dragonling would have a deep reddish tinge to their thick scales. What is common is that all dragonlings stand upright between five and six feet tall, have arms, legs and hands similar to a humanoid, but have a dragon's head and thick tail.

Habitat: Dragonlings make their homes in all types of terrain, acting as servants to their dragon masters. A typical dragon will often have between 20-60 dragonlings that act as guardians, housekeepers, and any other type of slave work that the dragon



may need. Occasionally, but very rarely, a group of dragonlings may be found in a clan without a dragon master. Most often this occurs when the dragon master has been slain and the dragonlings no longer fall under the reigns of the dragon.

Abilities: All dragonlings will have the same abilities of their respective dragon masters, albeit on a less powerful scale. In the case of damage, a dragonling will have ½ the ADP and ½ the damage that it's master dragon would have. For instance, a fire dragonling's breath would cause 1-2 severe wounds if the luck check fails, or damage in accordance with a DRL of 7.

Treasure: Dragonlings do acquire treasure, as they make good use of armor and weapons. A typical dragonling individual would have 10d10 gold in addition to at least one magical item.

Dryad

DA: 4
Actions: 1
ADP: 7
DDP: 10
DRL: 4
Int: 65
Str: W
Luck: 75
Initiative: +5
Movement: 35

Description: Dryads are wood nymphs that appear as beautiful, scantily-clad women. They tend to take the species of the main intruder, in an effort to seem even more alluring.

Habitat: Dryads make their homes in sacred trees deep within the woods. They tend and care for the plant and wildlife in their woods, and spend most of their time frolicking with the animals.

Abilities: Dryads have the ability to speak with all types of animals, and also have the ability to meld their bodies into any plant large enough to house them. This is how they enter their sacred tree, as there is no visible entrance. Any male who encounters a dryad must make an intellect check at a -10 penalty or be smitten for 1d10 hours. While in this state, the man

will not take any action to harm the dryad, and will defend her with his life. Dryads also have the ability to cast up to level 3 totem magic.

Treasure: The only treasure that a dryad might have is some sort of magical charm that helps them heal plant or animal life.

Elephant

DA: 8+2d4
Actions: 3
ADP: 11
DDP: 10
DRL: 13/13/12
Int: 25
Str: G
Luck: 40
Initiative: +10
Movement: 50

Description: Elephants are giant land creatures, standing over 9 feet tall and weighing more than three tons. They may appear slow and cumbersome at first glance, but their stout legs and agile trunk can move with amazing speed if need be.

Habitat: Elephants make their homes either in the hot plains, or humid jungles of the world. They prefer to live in a herd, being led by a large bull that has a DA level of 18 and a +1 shift to ADP,DDP, and DRL.

Abilities: Elephants will generally only attack if threatened, or attacked. An elephant will attack by trying to trample with each of its feet, then will also attack with its tusks. Note that female elephants will only have two actions per round, as opposed to three.

Treasure: An elephants treasure consists of it's highly sought after ivory tusks, which can fetch a price of over 2000 gold per tusk on the market.



Gargoyle

DA: 2+1d8
Actions: 2
ADP: 7
DDP: 10
DRL: 9
Int: 35
Str: B
Luck: 30
Initiative: +8
Movement: 15/35 flight

Description: Gargoyles appear as stone creations of humanoids with tremendously distorted features. Often the faces appear misshapen and twisted, with horns protruding from their heads and wings folded along their back.

Habitat: Often gargoyles are used as a decoration for large gothic buildings. Unlike these stone decorations, however, these magical gargoyles are animate and can move. These gargoyles are used as guards against trespassers, and will generally attack once an intruder is spotted.

Abilities: All gargoyles can fly, albeit clumsily with their wings, and all gargoyles can not only see in the dark, but they can see invisible creatures as well. They only suffer ½ damage from piercing weapons, but suffer 2x damage from weapons from the axe/club category.

Treasure: Gargoyles will almost never have treasure, as they have no need for valuable items.

Giant, Forest

DA: 8+2d4
Actions: 1
ADP: 15
DDP: 13
DRL: 11
Int: 40
Str: B
Luck: 45
Initiative: +11
Movement: 40

Description: Forest giants stand over 12 feet tall, with shades of green skin covering their bodies. They are hairless, and prefer tattoos to mark their rank.

Habitat: Forest giants live in small, tribal groups of 4-10 giants. They are very reclusive, and prefer to not have

dealings with any other race. While not being inherently evil, they are very cautious and won't hesitate to attack if they feel threatened.

Abilities: Forest giants have no arcane abilities other than their great strength.

Treasure: Forest Giants usually only keep treasure of gems or precious jewels worth about 1d6x1000 gold.

Giant, Mountain

DA: 10+1d8
Actions: 2
ADP: 17
DDP: 15
DRL: 17
Int: 59
Str: G
Luck: 40
Initiative: +15
Movement: 60

Description: Mountain giants are the largest of the humanoids, towering over most everyone else. They strongly resemble 30' tall dwarves, sporting long beards and priding themselves in their great girth. No one's actually weighed one of these giants, but if one landed on you, it would not be pretty.

Mountain giants don't wear typical armor, but are often clothed in thick elephant or mammoth hides.

Habitat: Mountain giants make their homes deep within the great mountain ranges where humanoid exploration hasn't yet been able to penetrate. They prefer to live alone in solitude, hunting wild sheep and any other creature foolish enough to trespass into its territory. Occasionally, if they feel the threat is great enough, they may band into tribes to face the threat in unity.

Abilities: These giants do not have any arcane abilities beyond that of a normal human. They instead rely upon their great strength to survive.

Treasure: A typical mountain giant will have acquired a significant amount of treasure in its lifetime, mainly from unprepared explorers.



Generally, the treasure horde of a mountain giant will include 2d4x1000 gold, various gems and jewelry worth 1d4x1000 gold, and a few arcane items usable by elite experience title or less characters.

Giant, Desert

DA: 8+1d6
Actions: 1
ADP: 13
DDP: 11
DRL: 12
Int: 55
Str: B
Luck: 60
Initiative: +10
Movement: 50

Description: Desert giants almost exactly resemble deeply tanned humans that have grown to 20 feet in height. They are very slender, preferring to wear light, brightly colored, flowing clothing in the hot desert climates. Desert giants keep themselves almost completely shaved, to help keep themselves cooler.

Habitat: Desert giants live in small tribes of 10-40 giants in nomadic groups. They rarely stay in the same area for long, and therefore live in easily moved tents and don't own too many possessions that could weigh them down. These tribes are led by a chieftain who also generally is skilled in fairly powerful totem magic.

Abilities: Desert giants don't have any racial arcane abilities, but the chieftain, or at the very least the shaman, will be fairly skilled in totem magic, possibly up to an advanced level.

Treasure: Since the desert giants are a nomadic people, they do not collect vast amount of treasure. Most of the valuable items they will have is jewelry or practical arcane items.

Goblin, Standard

DA: 1-2
Actions: 1
ADP: 2
DDP: by armor
DRL: by weapon
Int: 35
Str: W
Luck: 30
Initiative: +5
Movement: 25

Description: Goblins are sickly little humanoids, standing just under four feet in height and having a wasted appearance about them. Their skin tones ranges from dark tan to putrid green, and they have greasy hair that lies in tangles.

Habitat: Goblins can make their home in pretty much any area that humans would consider substandard, from villages to underground lairs.

Abilities: Goblins have the special ability of night vision similar to a dwarf's, as well as the uncanny ability to lay good ambushes.

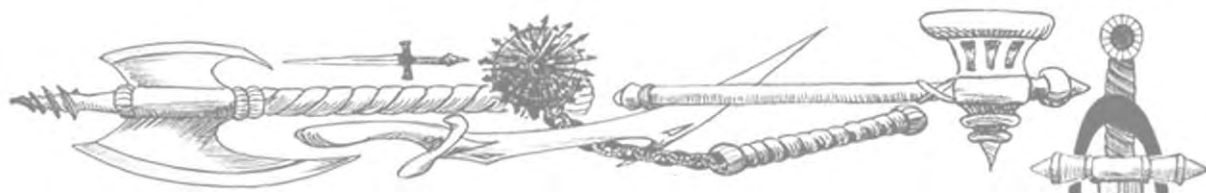
Treasure: Goblins generally will have 1d4 gold on each of their persons, with a tribe treasury of 10d8 gold, in addition to a possible minor magical item.

Goblin, Marauder

DA: 1d4
Actions: 1
ADP: 3
DDP: 2+1d4
DRL: by weapon
Int: 40
Str: H
Luck: 40
Initiative: +6
Movement: 28

Description: Goblin marauders appear as slightly larger versions of their cousins. They are more tribe-like, and prefer to wear heavy hides due to the climate they like to live in. These goblins stand up to 5 feet tall and can weigh up to 150 pounds.

Habitat: Goblin marauders prefer to live in the harsh



climates of cold and mountainous terrain. They are very at home in the snow and rocks, and their harsh living conditions have made them a very hardy breed of creature. It is also from this cold life that has given them a ruthless and cold demeanor. Since there is very little natural resources in the cold and mountains, goblin marauders are well known for their coordinated attacks on caravans traveling through the mountain passes.

Goblin marauder tribes generally contain 50-100 goblins, with a large chieftain (DA 6 and a +1 to his base DRL). This chieftain will also be armed with a minor magical weapon and/or armor as well.

Abilities: Goblin marauders all have night vision, and only suffer ½ damage from cold based attacks.

Treasure: Each goblin marauder carries 1d8 gold as its personal wealth. The goblin chieftain, in addition to its magical weapon and/or armor, will have the tribe's wealth of 5d6x10 gold, plus various gems and jewelry, and even might have other minor magical items, such as a vial of healing.

Golem, Metal

DA: 10+1d8
Actions: 1
ADP: 12
DDP: 16
DRL: 13
Int: 15
Str: B
Luck: 50
Initiative: +10
Movement: 40

Description: Metal golems appear as 15' tall statues of armed humanoids made completely of metal. They are often mistaken for decorative statues, as they are unmoving until activated.

Habitat: Golems are constructs of powerful mages to acts as guards to their homes. These creatures will follow the orders given to them strictly to the letter, and will only activate when one of those order's is pertinent. Most commonly this is when an intruder enters a protected area. Until then, the golem is completely motionless.

Abilities: Since they are constructs, golems are immune to mind affecting spells or powers.

Treasure: Golems have no treasure themselves, but they may be guarding a mage's personal horde.

Golem, Stone

DA: 7+1d6
Actions: 1
ADP: 10
DDP: 12
DRL: 10
Int: 15
Str: B
Luck: 35
Initiative: +12
Movement: 25

Description: The most common form of golem, stone golems are constructs made in humanoid form standing just over 7' tall and weighing almost a ton. These golems are constructed of any type of stone, but most often are made of clay, as it is easy to manipulate and form.

Habitat: Like all golems, stone golems are mindless constructs that follow the orders of the mage who created them.

Abilities: Stone golems have no unusual abilities.

Treasure: Stone golems have no need for treasure.

Golem, Wood

DA: 4+1d4
Actions: 1
ADP: 6
DDP: 7
DRL: 5
Int: 15
Str: H
Luck: 30
Initiative: +8
Movement: 30

Description: The easiest form of golem to construct, wood golems are constructs made in humanoid form standing just over 5' tall and weighing 200 lbs. These golems are constructed of any type of wood, but most often are made of oak, as it is one of the sturdiest types.





Habitat: Like all golems, wood golems are mindless constructs that follow the orders of the mage who created them.

Abilities: Wood golems have no unusual abilities.

Treasure: Wood golems have no need for treasure.

Gorgon

DA: 4+1d6
Actions: 1
ADP: 10
DDP: 11
DRL: 10
Int: 65
Str: H
Luck: 75
Initiative: +6
Movement: 30

Description: Gorgons were once beautiful maidens that were cursed by the Gods to take the form of a hideous creature. They have snakes for hair, and their bodies become serpentine from the waist down. The most well known gorgon is Medusa.

Habitat: Gorgons often make their lair in old ruins that were once temples to their god. They still seek redemption from an old god that no longer exists to turn them back into the beautiful creatures they were.

Gorgons are extremely vicious and dangerous creatures, and will attack instantly, targeting the most attractive (female if possible) character in the party.

Abilities: The most terrifying ability of the gorgon is the ability to turn to stone any creature that makes eye contact with the creature. Any character who does not specify that they are avoiding the gaze of a gorgon must make a luck check every turn or be turned to stone. If a character fights while not looking at the creature, then they will suffer a -5 to their ADP and DDP rolls.

If gazing is not an option, a gorgon will most often employ a great bow to attack with (the ADP and DRL stats above).

Treasure: The lairs of a gorgon will often hold many treasures of the unfortunate victims to have crossed

its path earlier.

Gremlin

DA: 1d4
Actions: 1
ADP: 3
DDP: 4
DRL: 3
Int: 70
Str: F
Luck: 55
Initiative: -1
Movement: 30

Description: Gremlins appear as two feet tall green humanoids. They have long, pointy ears and always have a mischievous grin.

Habitat: Gremlins make their hidden lairs wherever there are individuals to make miserable, human or not. They love to hide in the shadows and cast cantrips to disrupt their targets. Often gremlins will make a pact with a creature in a lair, and will remain out of sight, tormenting any unwelcome intruders. Such cantrips include unfastening buckles, causing helmets to droop over ones eyes, etc. All of these cantrips are cast at a distance of up to 40 feet away.

Abilities: All gremlins have the ability to become invisible at will in addition to their cantrip ability. They wear no armor, but if forced into combat, will attack with small wicked daggers.

Treasure: Gremlins carry no treasure.

Griffon

DA: 5+2d4
Actions: 3
ADP: 7
DDP: 6
DRL: 8/8/9
Int: 25
Str: B
Luck: 65
Initiative: +9
Movement: 20/45 flight

Description: The majestic griffon is a creature with a lion's body, the head of an eagle, and a great set of feathered



wings sprouting from it's back. The creature is slightly larger than a normal lion, growing up to 10 feet in length.

Habitat: Griffons make their perches high in the cliffs overlooking either temperate woodlands or grassy plains. They generally only venture forth when hunting prey, livestock being their favorite meal.

Occasionally, certain humanoid groups have been able to capture and train griffons as steeds.

Abilities: All griffons have excellent eyesight, and all can fly with a greater agility than their size would allow. When engaged in combat, the griffon will attack with both of its claws and razor sharp beak.

Treasure: Griffons do not collect treasure, but an intact griffon egg can sell for 5000 gold or more to a mage's guild.

Hag

DA:	4+1d4
Actions:	2
ADP:	8
DDP:	7
DRL:	8
Int:	60
Str:	H
Luck:	55
Initiative:	+7
Movement:	30

Description: Hags resemble elderly human women with a sickly green color to their skin and black, tangled hair. They have long, yellowed fingernails and sunk-in glowing red eyes. Their clothes are nothing more than old rags that are soiled and even have various types of fungus growing on them.

Habitat: Hags live in groups of 1d4+1 deep within the swamps and moors where they don't have to fear about large scale outside contact. They prey on any creature weaker then themselves that happens to enter their territory, and they will attack an elf or human on sight for the chance to taste their sweet flesh.

Abilities: Hags attack by ambush, sneaking around to surround their prey. They will make use of their excellent stealth (95%) and silent walk (95%) to shadow their prey until nightfall. Once the prey falls asleep, they will sneak

forth and attack with their sickly claws. Any creature struck by a hag must clean out their wounds within one hour or they may (25%) contract gangue green. The wounded area will become infected and continue to become swollen with puss. After 1d4 days, the affected limb will become so infected and painful that it will become useless, and the character will fall very ill. If not amputated or healed, the wound will become fatal in 2d6 days.

Treasure: Hags do not carry treasure on their bodies, but a hag lair usually includes 1d10x100 gold and an arcane item or two from previous victims.

Harpy

DA:	2+1d4
Actions:	2
ADP:	5
DDP:	4
DRL:	6
Int:	55
Str:	H
Luck:	50
Initiative:	+5
Movement:	15/45 flight

Description: Harpies have the bodies of young, beautiful women from the waist up, with large feathery wings in place of arms. From the waist down, they have the body of an eagle with long sharp talons on their feet in which they use to attack.

Habitat: Harpies live in flocks of 3d4 creatures, constantly on the hunt for humanoid prey. Their favorite meal is the taste of male flesh, and will attack male characters first. They can live in almost any climate except frozen arctic areas.

Abilities: Harpies have no unusual abilities with the exception of flight and infrared vision.

Treasure: Harpies love to collect shiny objects that they have taken from various victims, which usually includes various gems and jewelry worth about 2d6x100 gold per lair.



Hawk

DA:	1
Actions:	3
ADP:	3
DDP:	4
DRL:	2
Int:	15
Str:	F
Luck:	40
Initiative:	-1
Movement:	60

Description: Hawks, also known as falcons and sharing the same attributes of eagles, come in many forms and sizes. The stats listed here are for the Goshawk; one of the larger birds. These birds can stand two feet tall with a six foot wingspan.

Habitat: Wild hawks are rarely encountered in combat. Most hawks found in game play are pets or animal companions.

Abilities: All hawks have the ability of flight, and they have a special dive attack. If the hawk is at least 100 feet above a target, they can dive and attack. If this is done, they do not get a beak attack, but their ADP rises by 1 and their DRL rises by 2 for that attack only.

Treasure: Hawks have no treasure.

Hippocampus

DA:	5+1d4
Actions:	2
ADP:	6
DDP:	5
DRL:	7
Int:	25
Str:	B
Luck:	50
Initiative:	+6
Movement:	30

Description: The hippocampus is a half horse, half fish creature of the ocean. The torso, neck, and head are that of a gilled horse, while the hindquarters and legs are scaled and webbed. The hippocampus's tail is also long and serpent-like. The two front legs also end up in clawed, webbed feet as opposed to hooves.

Habitat: The hippocampus live in small herds of 5d6 creatures in large expanses of water, such as the ocean or great lakes. They can either breathe air, or can filter oxygen through its gills as long as it is moving at a full rate of speed. These creatures are often used as livestock and steeds by the merfolk.

Abilities: While the creature can breathe air, it cannot move on land very well and spends its entire life in the water, where it can move very well. When in combat, the creature will use its clawed feet on its forelegs to attack.

Treasure: These creatures have no treasure.

Hippogriff

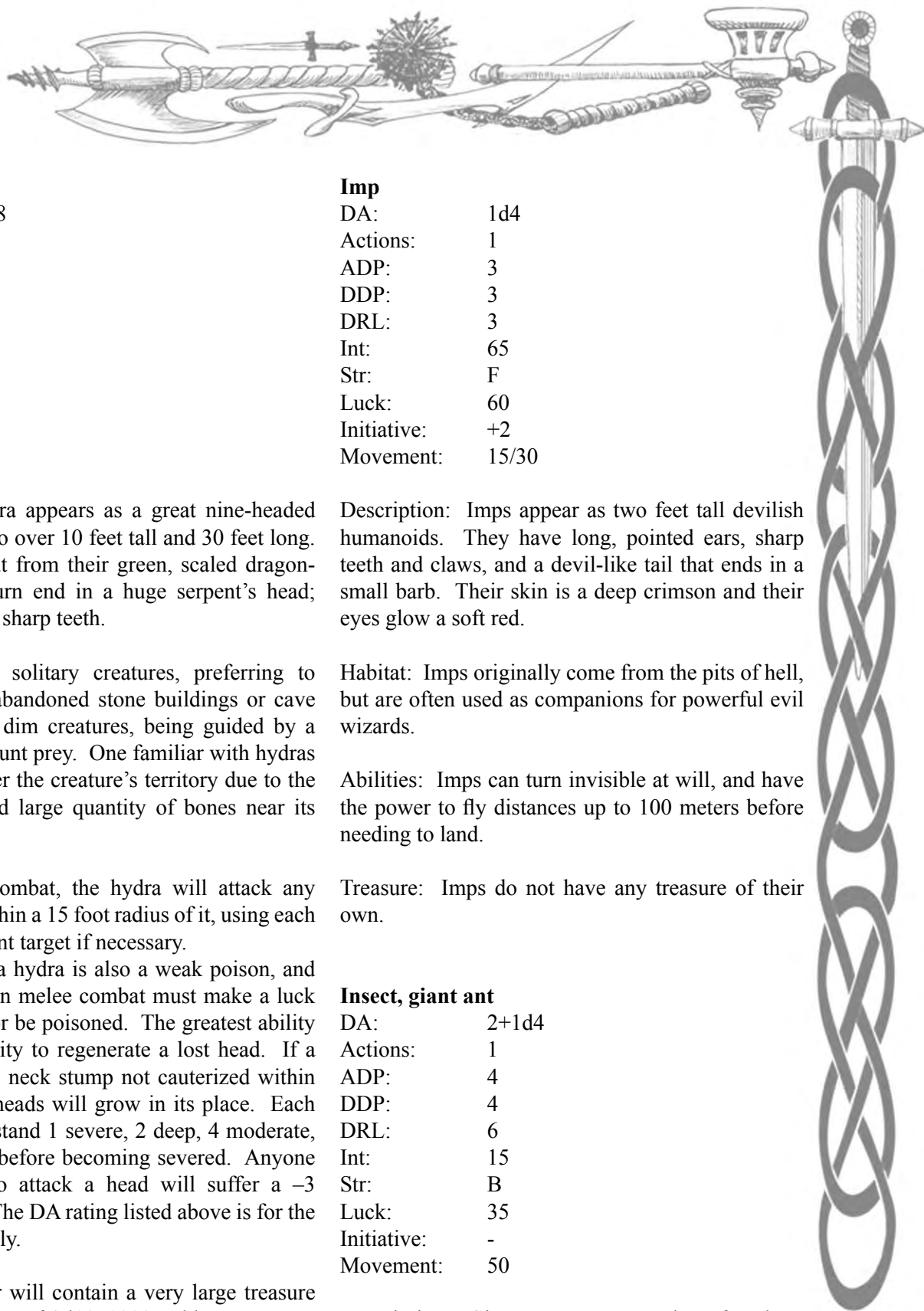
DA:	6+1d4
Actions:	3
ADP:	6
DDP:	7
DRL:	7
Int:	30
Str:	B
Luck:	45
Initiative:	+2
Movement:	20/55 flight

Description: Hippogriffs are a rare cross breeding between a griffon and a filly. They have an eagle's head and front forelegs, a horse's hind quarters and rear legs, and a set of great feathery wings.

Habitat: Hippogriffs make their home high within the cliffs and craggy mountains. They generally live in flocks of 3d4 creatures, but hunt their favorite meal of mountain goat in solitude.

Abilities: Even though they can't walk very fast or agile because of their clawed forelegs, hippogriffs are lightning fast in the sky and have excellent maneuverability. These creatures are prized mounts for any who is able to capture and train one.

Treasure: Hippogriffs generally have no treasure.



Hydra

DA: 11+1d8
Actions: 9
ADP: 17
DDP: 12
DRL: 13
Int: 30
Str: B
Luck: 68
Initiative: +7
Movement: 30

Description: The hydra appears as a great nine-headed serpent that can grow to over 10 feet tall and 30 feet long. Nine long necks sprout from their green, scaled dragon-like body, which in turn end in a huge serpent's head; mouth lined with razor sharp teeth.

Habitat: Hydras are solitary creatures, preferring to make their homes in abandoned stone buildings or cave complexes. They are dim creatures, being guided by a continuous hunger to hunt prey. One familiar with hydras can tell when they enter the creature's territory due to the lack of animal life and large quantity of bones near its lair.

Abilities: When in combat, the hydra will attack any creature that comes within a 15 foot radius of it, using each head to attack a different target if necessary.

The breath of a hydra is also a weak poison, and any who are engaged in melee combat must make a luck check at a +10 bonus or be poisoned. The greatest ability of the hydra is its ability to regenerate a lost head. If a head is cut off and the neck stump not cauterized within 2d4 rounds, two new heads will grow in its place. Each neck or head can withstand 1 severe, 2 deep, 4 moderate, and 10 minor wounds before becoming severed. Anyone specifically wanting to attack a head will suffer a -3 penalty to their ADP. The DA rating listed above is for the body of the creature only.

Treasure: A hydra lair will contain a very large treasure horde, usually consisting of 2d10x1000 gold, many gems and jewels, and several powerful arcane items as well, along with many normal items such as weapons and armor from previous would-be heroes.

Imp

DA: 1d4
Actions: 1
ADP: 3
DDP: 3
DRL: 3
Int: 65
Str: F
Luck: 60
Initiative: +2
Movement: 15/30

Description: Imps appear as two feet tall devilish humanoids. They have long, pointed ears, sharp teeth and claws, and a devil-like tail that ends in a small barb. Their skin is a deep crimson and their eyes glow a soft red.

Habitat: Imps originally come from the pits of hell, but are often used as companions for powerful evil wizards.

Abilities: Imps can turn invisible at will, and have the power to fly distances up to 100 meters before needing to land.

Treasure: Imps do not have any treasure of their own.

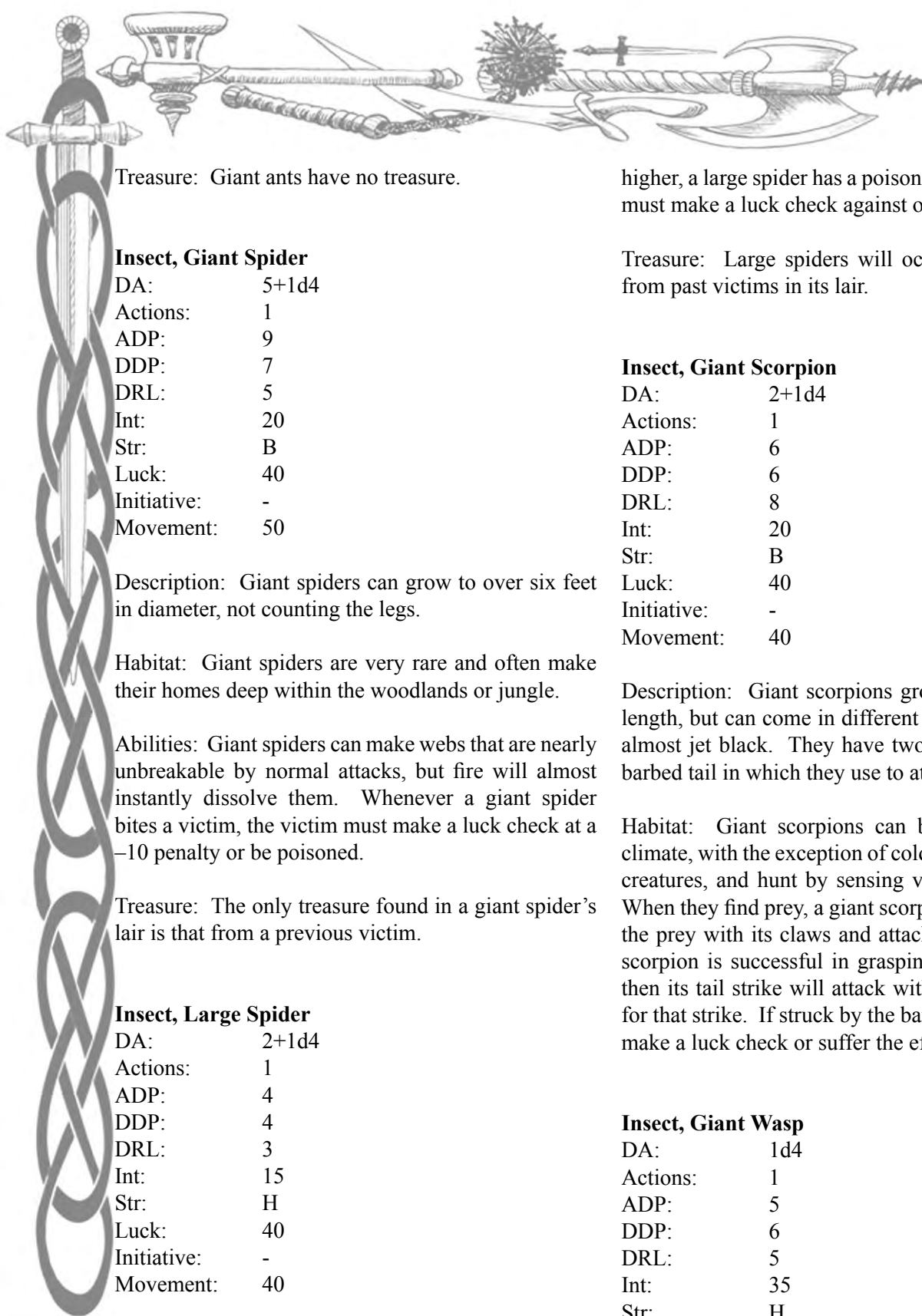
Insect, giant ant

DA: 2+1d4
Actions: 1
ADP: 4
DDP: 4
DRL: 6
Int: 15
Str: B
Luck: 35
Initiative: -
Movement: 50

Description: Giant ants appear as three foot long versions of a normal ant.

Habitat: Giant ants make their homes in underground mounds of approximately 100 ants.

Abilities: Giant ants have a terrific sense of smell, and they can track with 100% success.



Treasure: Giant ants have no treasure.

Insect, Giant Spider

DA: 5+1d4
Actions: 1
ADP: 9
DDP: 7
DRL: 5
Int: 20
Str: B
Luck: 40
Initiative: -
Movement: 50

Description: Giant spiders can grow to over six feet in diameter, not counting the legs.

Habitat: Giant spiders are very rare and often make their homes deep within the woodlands or jungle.

Abilities: Giant spiders can make webs that are nearly unbreakable by normal attacks, but fire will almost instantly dissolve them. Whenever a giant spider bites a victim, the victim must make a luck check at a -10 penalty or be poisoned.

Treasure: The only treasure found in a giant spider's lair is that from a previous victim.

Insect, Large Spider

DA: 2+1d4
Actions: 1
ADP: 4
DDP: 4
DRL: 3
Int: 15
Str: H
Luck: 40
Initiative: -
Movement: 40

Description: Large spiders are two foot diameter (not counting legs) versions of the normal insect.

Habitat: Large spiders often can be found in old ruins or dungeons, preying on unsuspecting passersby.

Abilities: In addition to making a web that can only be broken by a character with a strength score of 80 or

higher, a large spider has a poison bite that a target creature must make a luck check against or be poisoned.

Treasure: Large spiders will occasionally have treasure from past victims in its lair.

Insect, Giant Scorpion

DA: 2+1d4
Actions: 1
ADP: 6
DDP: 6
DRL: 8
Int: 20
Str: B
Luck: 40
Initiative: -
Movement: 40

Description: Giant scorpions grow to just over 6 feet in length, but can come in different shades, from light tan to almost jet black. They have two huge claws and a long, barbed tail in which they use to attack prey.

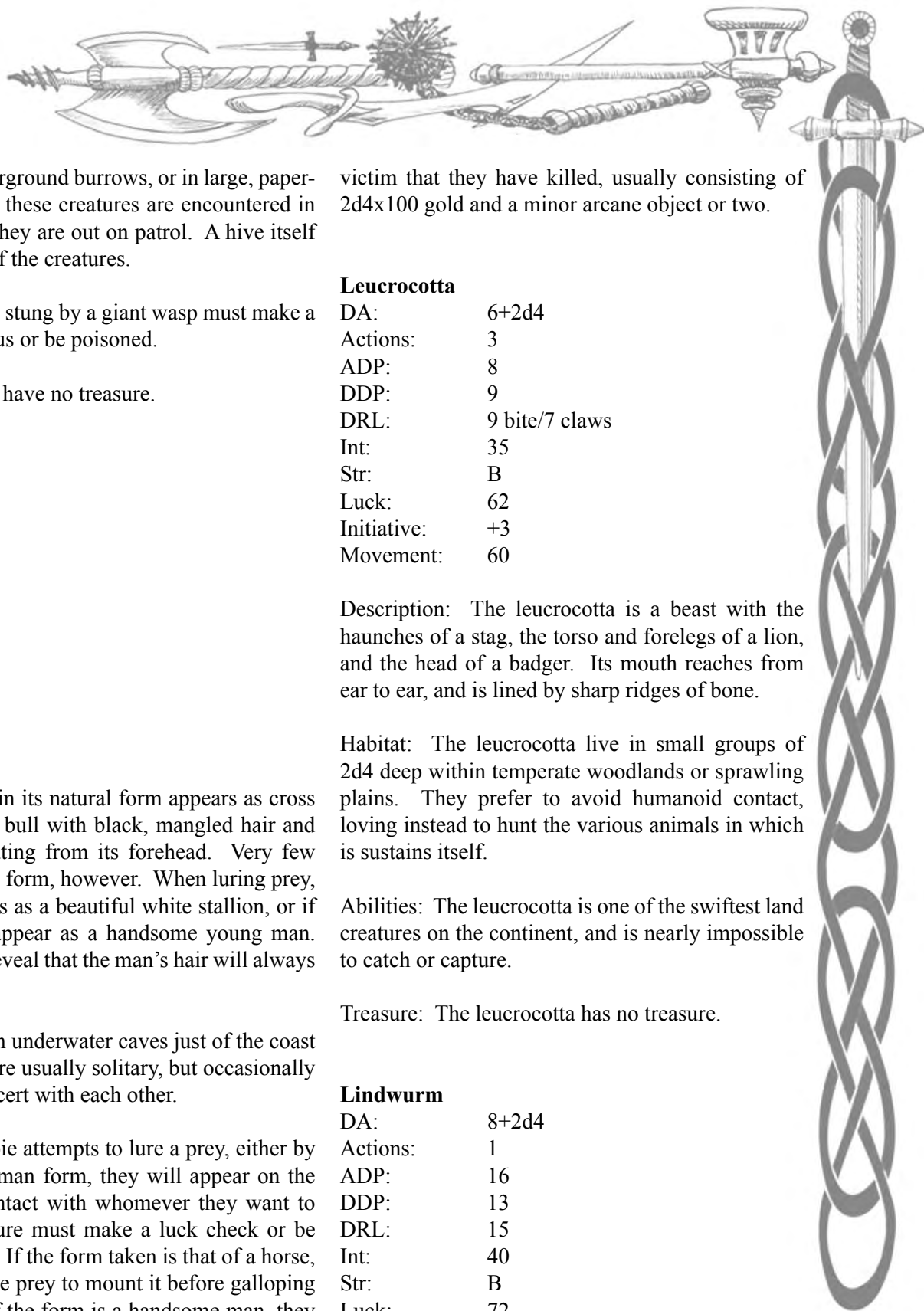
Habitat: Giant scorpions can be found in almost any climate, with the exception of cold areas. They are solitary creatures, and hunt by sensing vibrations on the ground. When they find prey, a giant scorpion will attempt to grasp the prey with its claws and attack with its stinger. If the scorpion is successful in grasping with one of its claws, then its tail strike will attack with a +2 bonus to its ADP for that strike. If struck by the barbed tail, the victim must make a luck check or suffer the effects of the poison.

Insect, Giant Wasp

DA: 1d4
Actions: 1
ADP: 5
DDP: 6
DRL: 5
Int: 35
Str: H
Luck: 40
Initiative: -1
Movement: 10/50

Description: Giants wasps are five foot long versions of the normal insects.

Habitat: Wasps make their homes in warm, temperate



climates, either in underground burrows, or in large, paper-like hives. Most often these creatures are encountered in numbers of 1-4 while they are out on patrol. A hive itself might house up to 50 of the creatures.

Abilities: Any creature stung by a giant wasp must make a luck check at a +5 bonus or be poisoned.

Treasure: Giant wasps have no treasure.

Kelpie

DA: 4+1d6
Actions: 1
ADP: 5
DDP: 4
DRL: 9
Int: 45
Str: B
Luck: 65
Initiative: +6
Movement: 35

Description: A kelpie in its natural form appears as cross between a horse and a bull with black, mangled hair and two sharp horns sprouting from its forehead. Very few people actually see this form, however. When luring prey, the kelpie often appears as a beautiful white stallion, or if luring a female, will appear as a handsome young man. Close inspection will reveal that the man's hair will always be wet.

Habitat: Kelpies live in underwater caves just of the coast of a land mass. They are usually solitary, but occasionally a pair will work in concert with each other.

Abilities: When a kelpie attempts to lure a prey, either by taking a stallion or human form, they will appear on the beach, making eye contact with whomever they want to lure. The target creature must make a luck check or be charmed by the kelpie. If the form taken is that of a horse, the kelpie will allow the prey to mount it before galloping back into the ocean. If the form is a handsome man, they creature will lure its prey in a gentle embrace into the ocean. In either case, once in the ocean, the prey will remain charmed and will begin to drown. The prey will last for 1 round for every 10 points of endurance they have before dying. Once dead, the kelpie will begin to feast on the prey.

Treasure: A kelpie treasure horde will grow with each

victim that they have killed, usually consisting of 2d4x100 gold and a minor arcane object or two.

Leucrocotta

DA: 6+2d4
Actions: 3
ADP: 8
DDP: 9
DRL: 9 bite/7 claws
Int: 35
Str: B
Luck: 62
Initiative: +3
Movement: 60

Description: The leucrocotta is a beast with the haunches of a stag, the torso and forelegs of a lion, and the head of a badger. Its mouth reaches from ear to ear, and is lined by sharp ridges of bone.

Habitat: The leucrocotta live in small groups of 2d4 deep within temperate woodlands or sprawling plains. They prefer to avoid humanoid contact, loving instead to hunt the various animals in which is sustains itself.

Abilities: The leucrocotta is one of the swiftest land creatures on the continent, and is nearly impossible to catch or capture.

Treasure: The leucrocotta has no treasure.

Lindwurm

DA: 8+2d4
Actions: 1
ADP: 16
DDP: 13
DRL: 15
Int: 40
Str: B
Luck: 72
Initiative: +5
Movement: 35

Description: The lindwurm is a huge winged serpent that can grow up to 35 feet in length. It has no limbs, but two great feathery wings sprout from it's green-golden scales.



Habitat: The lindwurm can be found hunting anywhere there is livestock, as cattle is its favorite food. They are solitary creatures, and usually have a territory of over 15 miles radius. If cattle is not available, they have been know to attack and devour humanoid prey as well.

Abilities: They creature cannot walk, but it can slither and fly at the same rate of speed. Its bite is also not poisonous, just really painful.

Treasure: The lindwurm itself does not collect treasure, but its scaly hide can be crafted into a suit of armor (DDP: 7, light rated) by an advanced smith. This suit is very flexible for its protection, and does not weigh more than normal leather would.

Lion

DA: 2d4
Actions: 3
ADP: 7
DDP: 6
DRL: 7/7/6
Int: 25
Str: B
Luck: 40
Initiative: +7
Movement: 40

Description: These are the normal beasts that most are familiar with.

Habitat: Lions make their homes on plains and grasslands in warm climates. They often live in prides of 4-10 lions.

Abilities: Lions have a great sense of smell and hearing, and have a silent walk of 99% and hiding skill of 85%.

Treasure: Lions have no treasure.

Lizardfolk

DA: 2d4
Actions: 1
ADP: 3
DDP: by armor or 3
DRL: by wpn or 4
Int: 45
Str: H
Luck: 50
Initiative: +7
Movement: 20, 40 swim

Description: Lizardfolk appear as man-sized humanoids, with rough, scaly skin and thick, strong tails. Their heads come in various lizard types, with a slight humanoid aspect about them. They are intelligent, stand on two legs, and can wield weapons or specially crafted armor as easily as a human could.

Habitat: There are two main habitats that lizardfolk make their homes: swampy or desert. The swamp lizardfolk can swim extremely well, while their desert cousins have a natural resistance to heat. Both types generally live in small clans of 50-100 lizardfolk, being led by a chieftain or shaman.

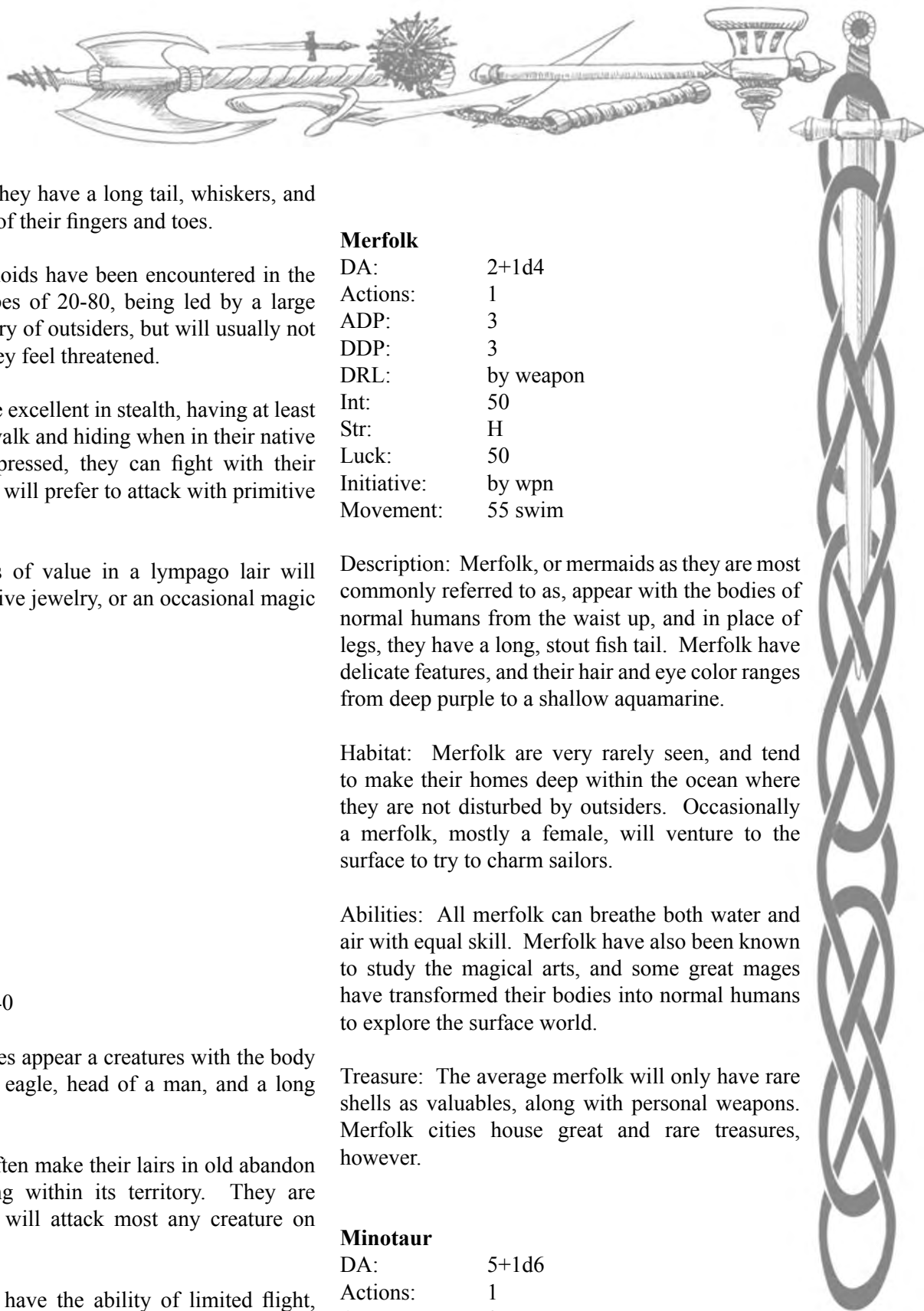
Abilities: As noted above, swamp lizard folk are excellent swimmers, while desert lizard folk are naturally resistant to heat, but are much slower (+5) initiative in cool weather.

Treasure: Lizardfolk like to fashion and collect shiny objects of value, but will rarely have an large amount of treasure on them outside of small jewels or a few gold coins.

Lympago

DA: 5+1d4
Actions: 1 or 2
ADP: 4
DDP: 3 or by armor
DRL: by wpn+1 or 4
Int: 45
Str: H
Luck: 50
Initiative: by wpn or +3
Movement: 30

Description: The lympago are a race of tiger-men, standing just over 5 feet tall. Their humanoid bodies are covered in



orange and white fur, they have a long tail, whiskers, and sharp claws at the end of their fingers and toes.

Habitat: These humanoids have been encountered in the Jungle of Tears in tribes of 20-80, being led by a large chieftain. They are wary of outsiders, but will usually not attack on site unless they feel threatened.

Abilities: Lymphago are excellent in stealth, having at least an 80% skill in silent walk and hiding when in their native environment. When pressed, they can fight with their clawed hands, but they will prefer to attack with primitive weapons and armor.

Treasure: Most items of value in a lymphago lair will consist of gems, primitive jewelry, or an occasional magic item or two.

Manticore

DA: 2d6
Actions: 2 or 1
ADP: 10
DDP: 8
DRL: 8 or 6
Int: 45
Str: B
Luck: 55
Initiative: +10
Movement: 20 or 40

Description: Manticores appear a creatures with the body of a lion, wings of an eagle, head of a man, and a long spiked tail.

Habitat: Manticores often make their lairs in old abandon ruins, hunting anything within its territory. They are vicious creatures, and will attack most any creature on sight.

Abilities: Manticores have the ability of limited flight, and can fly up to 100 meters before needing to rest. They normally attack by launching a volley of tail spikes at a target before closing in for combat with its claws. The manticore can launch up to six spikes within a week up to a range of up to 30 meters.

Treasure: Most manticore lairs will have quite a bit of treasure from past victims and prey.

Merfolk

DA: 2+1d4
Actions: 1
ADP: 3
DDP: 3
DRL: by weapon
Int: 50
Str: H
Luck: 50
Initiative: by wpn
Movement: 55 swim

Description: Merfolk, or mermaids as they are most commonly referred to as, appear with the bodies of normal humans from the waist up, and in place of legs, they have a long, stout fish tail. Merfolk have delicate features, and their hair and eye color ranges from deep purple to a shallow aquamarine.

Habitat: Merfolk are very rarely seen, and tend to make their homes deep within the ocean where they are not disturbed by outsiders. Occasionally a merfolk, mostly a female, will venture to the surface to try to charm sailors.

Abilities: All merfolk can breathe both water and air with equal skill. Merfolk have also been known to study the magical arts, and some great mages have transformed their bodies into normal humans to explore the surface world.

Treasure: The average merfolk will only have rare shells as valuables, along with personal weapons. Merfolk cities house great and rare treasures, however.

Minotaur

DA: 5+1d6
Actions: 1
ADP: 9
DDP: 8
DRL: by wpn +3
Int: 40
Str: H
Luck: 55
Initiative: by wpn
Movement: 35



Description: The minotaur appears as a large, muscular human male standing over 6 feet in height. In place of a man's head, the minotaur's head resembles that of a great bull.

Habitat: Originally, the minotaur was created from magic to serve as the guardian for a king's maze, but over time, these creatures have spread and multiplied to become their own race. They are only very rarely encountered in small villages, preferring to live in underground labyrinths in seclusion.

Abilities: All minotaur possess great strength and a sharp sense of smell. They are also immune to any type of confusion magic. When in combat, the minotaur will most often wear a modified suit of mail armor, and will attack with two-handed weapons. If forced to, they can also attack with their horns with an DRL of 9.

Treasure: Minotaur often have a significant amount of treasure that they have accumulated through previous victims.

Nixie

DA: 2+1d4
Actions: 1
ADP: 3
DDP: 3
DRL: 2
Int: 60
Str: H
Luck: 88
Initiative: +3
Movement: 20/40 water

Description: Nixies are water sprites, often appearing as beautiful young women basking in the sun on ocean rocks and outcroppings.

Habitat: Nixies actually live in underwater villages, but the female nixies often venture to the surface to bask in the sun along secluded beaches.

Abilities: Nixies are mostly harmless, but anyone who the catch spying on them may suffer a horrible fate. If a nixie notices that they are being spied upon, they will break out in a melodic song. Any humanoid hearing this song must make a luck check or they will lose 25% of their intellect score permanently. They

do not want to engage in combat, and will flee back into the ocean at the first opportunity.

Treasure: Nixie females are known to wear a black pearl necklace worth up to 5,000 gold in value. This is a prized possession that they will not give up.

Ogre

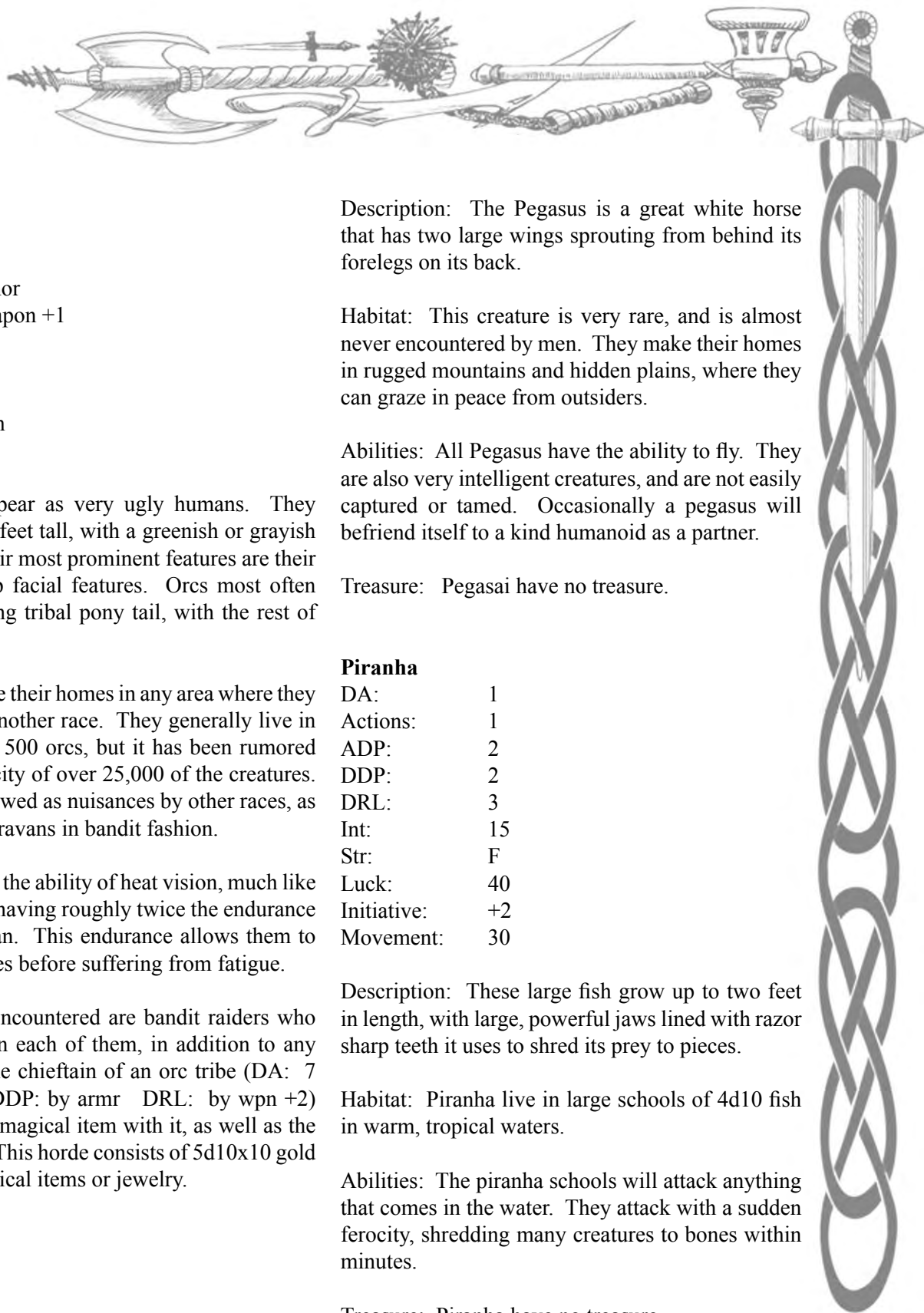
DA: 6+1d6
Actions: 1
ADP: 8
DDP: 7
DRL: by wpn +5
Int: 35
Str: B
Luck: 65
Initiative: by wpn+1
Movement: 35

Description: Another cousin to the giants, ogres are hideously ugly humanoids that grow to over 9 feet tall. They are somewhat dim-witted, preferring physical combat to any sort of intellectual conversation or even hygiene. They wear thick hides as protection against attacks and exposure to the weather, and generally only have primitive tools and weapons.

Habitat: Ogres live pretty much anywhere they can outside of civilization. They love combat, and won't hesitate to attack if they think they can win. Occasionally they will join forces with other humanoids if there is a promise of war and riches. Ogres can live either in solitude or occasionally in a small clan.

Abilities: Ogres survive strictly on brute strength alone, preferring to resolve any issue by force, usually with a huge club. They have no unusual abilities.

Treasure: Even though they aren't particularly smart, ogres do love to collect treasure. A typical ogre will have 1d8x1000 gold and an arcane object or two.



Orc

DA: 2+1d4
Actions: 1
ADP: 3
DDP: by armor
DRL: by weapon +1
Int: 45
Str: H
Luck: 40
Initiative: by wpn
Movement: 30

Description: Orcs appear as very ugly humans. They stand between 5 and 6 feet tall, with a greenish or grayish tinge to their skin. Their most prominent features are their fanged teeth and sharp facial features. Orcs most often wear their hair in a long tribal pony tail, with the rest of their heads shaved.

Habitat: Orcs will make their homes in any area where they are not forced out by another race. They generally live in tribal villages of up to 500 orcs, but it has been rumored that there is an orcish city of over 25,000 of the creatures. Orcs are most often viewed as nuisances by other races, as they prefer to attack caravans in bandit fashion.

Abilities: Orcs possess the ability of heat vision, much like a dwarves, as well as having roughly twice the endurance level of that of a human. This endurance allows them to travel for great distances before suffering from fatigue.

Treasure: Most orcs encountered are bandit raiders who will have 1d10 gold on each of them, in addition to any weapons or armor. The chieftain of an orc tribe (DA: 7 Actns: 1 ADP: 5 DDP: by armr DRL: by wpn +2) will most often have a magical item with it, as well as the tribe's treasure horde. This horde consists of 5d10x10 gold and various minor magical items or jewelry.

Pegasus

DA: 4+1d6
Actions: 2
ADP: 6
DDP: 5
DRL: 7
Int: 35
Str: B
Luck: 65
Initiative: +7
Movement: 50/65 flight

Description: The Pegasus is a great white horse that has two large wings sprouting from behind its forelegs on its back.

Habitat: This creature is very rare, and is almost never encountered by men. They make their homes in rugged mountains and hidden plains, where they can graze in peace from outsiders.

Abilities: All Pegasus have the ability to fly. They are also very intelligent creatures, and are not easily captured or tamed. Occasionally a pegasus will befriend itself to a kind humanoid as a partner.

Treasure: Pegasai have no treasure.

Piranha

DA: 1
Actions: 1
ADP: 2
DDP: 2
DRL: 3
Int: 15
Str: F
Luck: 40
Initiative: +2
Movement: 30

Description: These large fish grow up to two feet in length, with large, powerful jaws lined with razor sharp teeth it uses to shred its prey to pieces.

Habitat: Piranha live in large schools of 4d10 fish in warm, tropical waters.

Abilities: The piranha schools will attack anything that comes in the water. They attack with a sudden ferocity, shredding many creatures to bones within minutes.

Treasure: Piranha have no treasure.



Pixie

DA: 1d4
Actions: 1
ADP: 3
DDP: 3
DRL: 3
Int: 50
Str: W
Luck: 85
Initiative: +1
Movement: 15/25 flight

Description: Pixies are diminutive forest humanoids standing just over a foot tall with insect-like wings. They wear well-tailored forest colored clothing, and are usually armed with small needle-like swords.

Habitat: Pixies live in communities of 2d4x10 creatures deep within the forests where normal humanoids rarely venture. When they do encounter humanoids, they love to harass and tease them in what they call good fun.

Abilities: In addition to flying, all pixies have 90% skill in stealth and silent walk when in the forest.

Treasure: Most treasure that a pixie might have is too small to be used by humanoids, but occasionally they may have a valuable jewel or two.

Plant, Carnivorous

DA: 5+2d4
Actions: 1
ADP: 5
DDP: 3
DRL: 9
Int: 15
Str: H
Luck: 50
Initiative: +3
Movement: nil

Description: The carnivorous plant can simply be described as a giant Venus Flytrap. The plant's main leafy growth can grow up to 30' wide and a few feet tall. In addition to the main body, the plant also has a large pod very similar to that of the Venus Flytrap. This pod can grow up to over eight feet long and each pod leaf can grow up to five feet wide. The inside of this pod leaf is coated with a golden silvery liquid that

seems to reflect all light.

Habitat: Carnivorous plants can be encountered in both temperate woodlands and jungle climates. This plants can either be encountered singularly, or in patches of several plants.

While awaiting for prey, the plant will have its pod open flat on the ground, exposing the golden silvery surface upward. When any man-sized or smaller prey gets close enough to the pod to investigate, typically 1-2 feet away, the pod will shoot forth and envelope its prey. Unless the prey is expecting something, there is a 90% chance that they will be surprised. Any character with an alertness skill will only be surprised on a 50% chance. If the plant is successful in its surprise attack, then it will get a +4 bonus to its ADP roll. If the creature succeeds defeating the DDP roll of the victim, then the victim will suffer damage automatically every round until the plant is dead, with no further ADP roll needed. Every round, the character can attempt to make a strength check at a -25% penalty to break free from the pod.

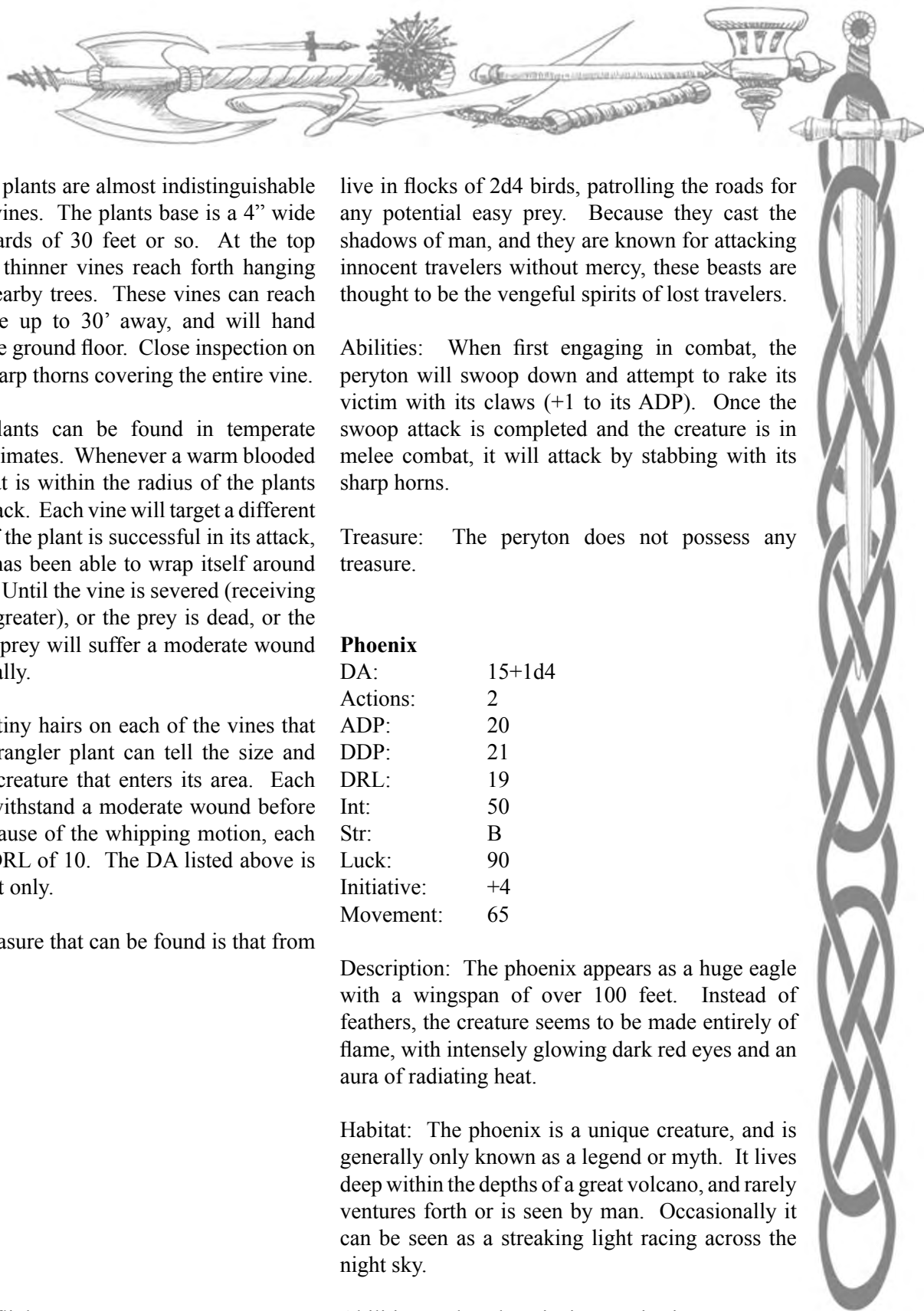
If the attack roll fails, and the prey remains, then the creature will continue to attack using its standard ADP roll, as it has a 10' long prehensile vine connecting the pod to the base of the plant that can lash in any direction.

Abilities: Carnivorous plants are very sensitive to movement, and can easily tell when a prey comes near. Occasionally, the plant will even tilt its golden pod towards the prey in order to attract it closer.

Treasure: Occasionally a carnivorous plant will have treasure from a previous humanoid victim. If that is the case, then the plant will also position that treasure where a passing humanoid will be able to see it, hoping to lure it close.

Plant, Strangler

DA: 4+2d4
Actions: 5
ADP: 7
DDP: 4
DRL: 7
Int: 19
Str: H
Luck: 40
Initiative: +2
Movement: -



Description: Strangler plants are almost indistinguishable from normal hanging vines. The plants base is a 4" wide trunk that grows upwards of 30 feet or so. At the top of this sprout, several thinner vines reach forth hanging and clinging on any nearby trees. These vines can reach outward from the base up to 30' away, and will hang downward almost to the ground floor. Close inspection on the vines will reveal sharp thorns covering the entire vine.

Habitat: Strangler plants can be found in temperate woodland and jungle climates. Whenever a warm blooded prey enters an area that is within the radius of the plants reach, the vines will attack. Each vine will target a different creature, if possible. If the plant is successful in its attack, then one of the vines has been able to wrap itself around the neck of the victim. Until the vine is severed (receiving a moderate wound or greater), or the prey is dead, or the plant base is dead, the prey will suffer a moderate wound every round automatically.

Abilities: Because of tiny hairs on each of the vines that sense vibration, the strangler plant can tell the size and shape of any moving creature that enters its area. Each vine of the plant can withstand a moderate wound before being severed, but because of the whipping motion, each vine will defend at a DRL of 10. The DA listed above is for the base of the plant only.

Treasure: The only treasure that can be found is that from previous prey.

Peryton

DA: 6+1d4
Actions: 2 or 1
ADP: 6
DDP: 7
DRL: 5 or 7
Int: 40
Str: H
Luck: 58
Initiative: +5
Movement: 15/30 flight

Description: The peryton appears as a great eagle with the head of a horned stag. They cast a human's shadow, and thus are thought to be the spirits of lost travelers.

Habitat: Perytons can be found in most areas of the world, most commonly encountered on well traveled roads. They

live in flocks of 2d4 birds, patrolling the roads for any potential easy prey. Because they cast the shadows of man, and they are known for attacking innocent travelers without mercy, these beasts are thought to be the vengeful spirits of lost travelers.

Abilities: When first engaging in combat, the peryton will swoop down and attempt to rake its victim with its claws (+1 to its ADP). Once the swoop attack is completed and the creature is in melee combat, it will attack by stabbing with its sharp horns.

Treasure: The peryton does not possess any treasure.

Phoenix

DA: 15+1d4
Actions: 2
ADP: 20
DDP: 21
DRL: 19
Int: 50
Str: B
Luck: 90
Initiative: +4
Movement: 65

Description: The phoenix appears as a huge eagle with a wingspan of over 100 feet. Instead of feathers, the creature seems to be made entirely of flame, with intensely glowing dark red eyes and an aura of radiating heat.

Habitat: The phoenix is a unique creature, and is generally only known as a legend or myth. It lives deep within the depths of a great volcano, and rarely ventures forth or is seen by man. Occasionally it can be seen as a streaking light racing across the night sky.

Abilities: The phoenix is a majestic creature to behold, yet terrifying to fight. Any flammable object that is brought within 15 feet of the phoenix is instantly set alight, and continued contact by the phoenix can melt metal or even stone.

The creature is naturally immune to fire, and any exposure to fire will instantly regenerate the creature to full health. However, it is sensitive



to cold, and any cold based attack will inflict one extra wound of the same type inflicted.

The other, most powerful ability of the phoenix is the power of immortality. If the phoenix is ever killed or destroyed, it will raise from it's own ashes within an hour at 1/10th its normal size. The bird will then fly back to its home where it will grow to full strength within a week.

Redcap

DA: 1d4
Actions: 2
ADP: 3
DDP: 2
DRL: 4
Int: 50
Str: W
Luck: 40
Initiative: +4
Movement: 25

Description: The vicious redcap appear as very slender old men with long, scraggly white hair and long claws. They stand only three feet tall, but can move with a grace that defies their appearance. The most tale-tale sign of these creatures, and hence their name, is the red cap that they all wear. This cap is red from the blood that they drench them in from their victims.

Habitat: The redcap make their homes in temperate woodland areas, laying siege to any easy wandering target that strays into their territory. They live in small tribes of 2d20 creatures.

Abilities: Redcaps have a 80% skill in both hiding and stealth. The prefer to lay ambushes for wary travelers, ripping them to pieces with their large claws.

Treasure: Each redcap will generally have 1d6 gold on their persons.

Roc

DA: 11+2d4
Actions: 3
ADP: 18
DDP: 15
DRL: 14 claw/16 bite
Int: 25
Str: G
Luck: 82
Initiative: +6
Movement: 60 flight

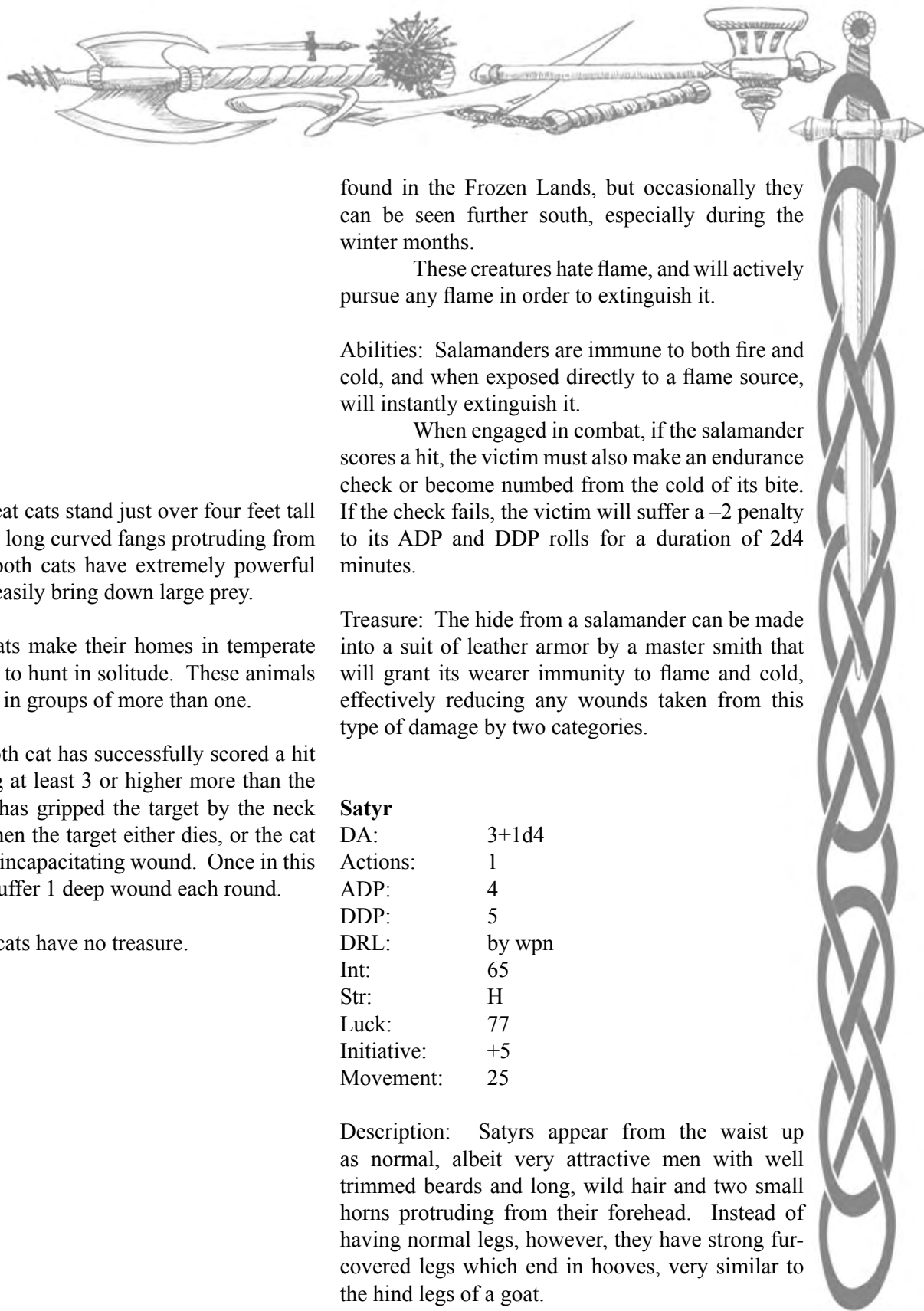
Description: Rocs are giant eagles, growing to over 60 feet from beak to tail feather and a wingspan of over 150 feet. They typically have brown or gray feathers, with a mottled appearance to their belly feathers. This helps them camouflage within the mountains despite their great size. These creatures are so large that it is said they can pick up livestock with their great talons.

Habitat: The roc makes its home in huge nests near mountain peaks. They often live in small flocks of 2d6 birds, roaming the mountains for its favorite meal: goat.

They are fairly intelligent for a beast, and are generally benevolent towards the humanoid species of gnomes and elves.

Abilities: When a roc attacks, it will make a rapid dive towards it's target from high above. This attack will have an ADP of 22, and if it hits, will cause two wounds equal to a DRL of 19, as well as grasping the victim in both of its claws if the victim is horse sized or smaller. Any creature within this grasp will not be able to break free unless it has G rated strength or greater, and will generally be carried off to the bird's nest.

Treasure: A roc's nest may contain some treasure from previous victims, but even without this, the eggs of this bird are highly valued, fetching a market value of 2d4x1000 gold per egg.



Sabertooth

DA: 4+1d6
Actions: 3
ADP: 8
DDP: 6
DRL: 7/7/9
Int: 20
Str: B
Luck: 50
Initiative: +8
Movement: 50

Description: These great cats stand just over four feet tall at the shoulder, with 8" long curved fangs protruding from its upper jaw. Sabertooth cats have extremely powerful upper bodies, and can easily bring down large prey.

Habitat: Sabertooth cats make their homes in temperate plains areas, preferring to hunt in solitude. These animals are almost never found in groups of more than one.

Abilities: If a sabertooth cat has successfully scored a hit with its jaws by rolling at least 3 or higher more than the defender, then the cat has gripped the target by the neck and will only let go when the target either dies, or the cat has suffered at least an incapacitating wound. Once in this grasp, the victim will suffer 1 deep wound each round.

Treasure: Sabertooth cats have no treasure.

Salamander

DA: 6+1d4
Actions: 1
ADP: 9
DDP: 7
DRL: 12
Int: 20
Str: B
Luck: 50
Initiative: +6
Movement: 30

Description: The salamander of myth is a large dragon-like creature that grows to over 30 feet in length from head to tail. They have pale blue leathery skin that shines with an icy sheen, and a cold mist radiates from its body. The salamander's head is wide and flat, with a mouth stretching from ear to ear full of razor sharp teeth.

Habitat: Salamanders are solitary creatures primarily

found in the Frozen Lands, but occasionally they can be seen further south, especially during the winter months.

These creatures hate flame, and will actively pursue any flame in order to extinguish it.

Abilities: Salamanders are immune to both fire and cold, and when exposed directly to a flame source, will instantly extinguish it.

When engaged in combat, if the salamander scores a hit, the victim must also make an endurance check or become numbed from the cold of its bite. If the check fails, the victim will suffer a -2 penalty to its ADP and DDP rolls for a duration of 2d4 minutes.

Treasure: The hide from a salamander can be made into a suit of leather armor by a master smith that will grant its wearer immunity to flame and cold, effectively reducing any wounds taken from this type of damage by two categories.

Satyr

DA: 3+1d4
Actions: 1
ADP: 4
DDP: 5
DRL: by wpn
Int: 65
Str: H
Luck: 77
Initiative: +5
Movement: 25

Description: Satyrs appear from the waist up as normal, albeit very attractive men with well trimmed beards and long, wild hair and two small horns protruding from their forehead. Instead of having normal legs, however, they have strong fur-covered legs which end in hooves, very similar to the hind legs of a goat.

Habitat: Satyrs can either be encountered individually or in small groups, usually in warmer temperate woodlands. They love to spend the majority of the day frolicking and playing their pan flute, and the evenings in a drunken revelry. They are good natured creatures who are very flirtatious with any female human or elf that happens to cross their path, and will often attempt to use their charm



on these 'victims'.

If threatened with war or conflict, Satyrs will often ally with dryads and centaurs to fight back and defend their woodlands.

Abilities: Satyrs have the ability to charm the opposite sex of the human or elvish species if they fail their luck check. This charm will remain as long as the victim is in the company of the satyr, and will view the satyr with an irresistible attraction.

Treasure: A typical satyr will not carry gold, but they will carry some sort of jewelry worth between 10-60 gold. They will also usually be carrying a minor weapon of some sort and their most treasured possession: a pan flute.

Scorpion Men

DA: 5+1d6
Actions: 2
ADP: 9
DDP: 11
DRL: by wpn+2/6
Int: 50
Str: H
Luck: 64
Initiative: +8
Movement: 40

Description: Similar to centaurs, scorpion men appear as well built humans from the waist up, but from the waist down they have the torso, legs, and tail of a giant scorpion. Their human torso is usually covered in ornate tattoos, symbolizing power and experience.

Habitat: Scorpion men live in small clans of 20-80, being led by a large chieftain. They have been known to make their homes deep within caverns, grassy plains, or the desert. In addition to the chieftain (+3 DA, +4 ADP, +3 DDP, +3 DRL), there will also be a shaman skilled in rune magic.

Scorpion men aren't inherently evil, but they are very aggressive and are usually the first to start a battle with a rival group of humanoids.

Abilities: Having the bodies of a scorpion offers several advantages. The first is that while the human body has normal strength, the legs of this creature

have bestial rated strength. The second is that each of the creature's legs has thousands of fine hairs, allowing it to effectively 'see' in the dark up to a range of 50 feet by sensing minute vibrations. The third, and most deadly, is the poisonous tail. Any creature struck by the tail must make a luck check at a +5 bonus or be poisoned.

Treasure: Most of the items and treasure that scorpion men have is fairly primitive and tribal in nature. However, a scorpion man clan can consist of a few thousand gold, several gems and jewelry, and a few arcane items as well.

Sea Serpent

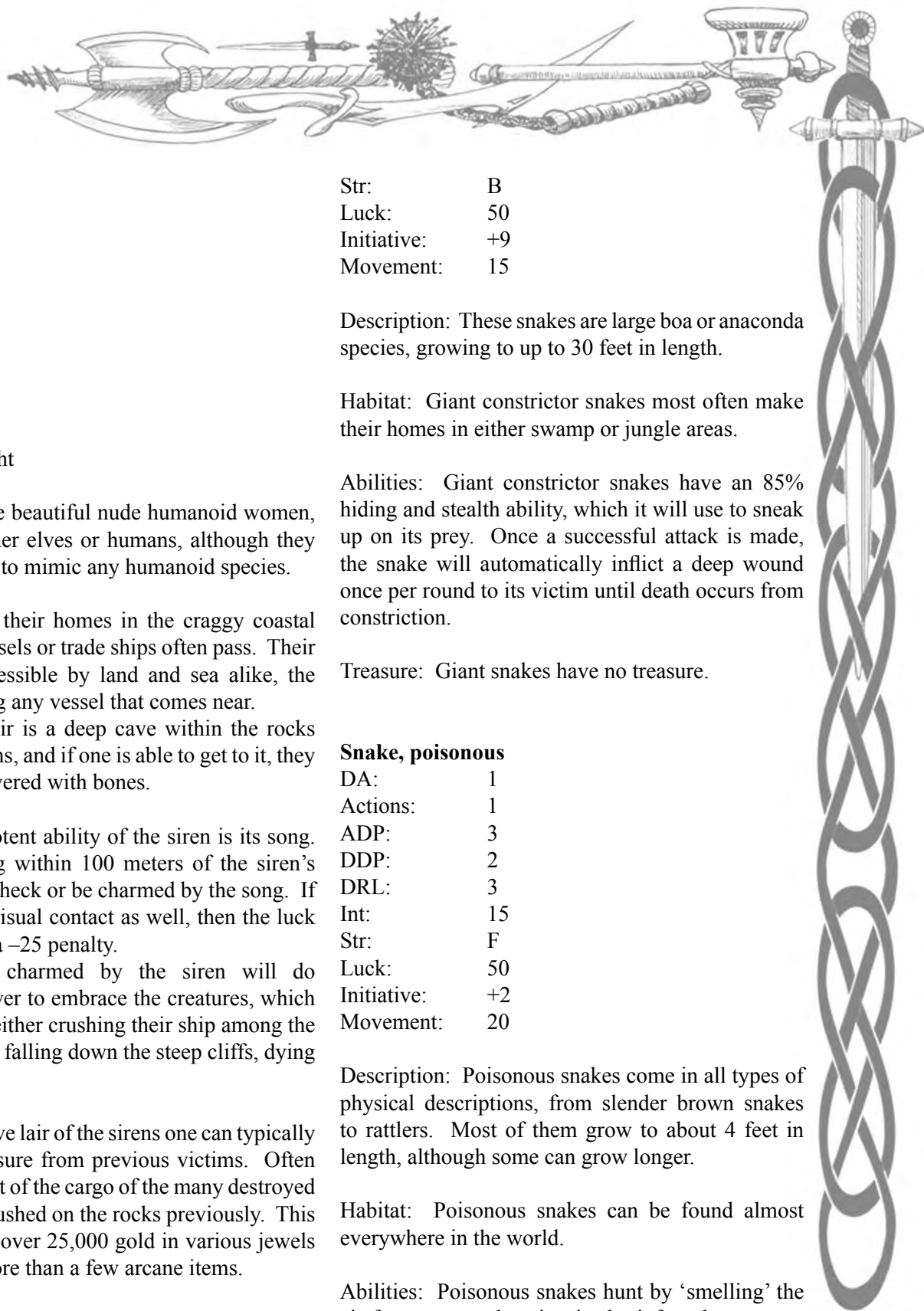
DA: 7+3d4
Actions: 1
ADP: 12
DDP: 12
DRL: 14
Int: 35
Str: G
Luck: 70
Initiative: +13
Movement: 80 swim

Description: The fabled sea serpent appears as a huge, wingless dragon that can grow to over 50 feet long. In place of its legs are stout fins in which it uses to propel itself through the sea. A large head with rows of razor sharp teeth sit atop a very long and slender neck.

Habitat: Sea serpents are extremely rare, and only live in the deepest parts of the oceans. Only occasionally will one be spotted closer to land, and that's only if food supplies are short. These beasts have been known to attack and sink small ships.

Abilities: These beasts can swim very fast, at great depths, but don't possess any unusual powers.

Treasure: Whereas the sea serpent itself doesn't keep treasure, there are often ship wrecks near its lair that can hold lost treasures.



Siren

DA: 4
Actions: 2
ADP: 6
DDP: 4
DRL: 5
Int: 75
Str: H
Luck: 80
Initiative: +4
Movement: 40 flight

Description: Sirens are beautiful nude humanoid women, often appearing as either elves or humans, although they may change their form to mimic any humanoid species.

Habitat: Sirens make their homes in the craggy coastal cliffs where fishing vessels or trade ships often pass. Their lair is generally inaccessible by land and sea alike, the jagged rocks destroying any vessel that comes near.

Their actual lair is a deep cave within the rocks that is home to 2-5 sirens, and if one is able to get to it, they will notice that it is covered with bones.

Abilities: The most potent ability of the siren is its song. Any humanoid passing within 100 meters of the siren's lair must make a luck check or be charmed by the song. If the siren's are within visual contact as well, then the luck check will be made at a -25 penalty.

Any creature charmed by the siren will do everything in their power to embrace the creatures, which often ends up in them either crushing their ship among the rocks and drowning, or falling down the steep cliffs, dying on the rocks below.

Treasure: Inside the cave lair of the sirens one can typically find quite a bit of treasure from previous victims. Often this treasure will consist of the cargo of the many destroyed ships that have been crushed on the rocks previously. This treasure can consist of over 25,000 gold in various jewels and gold, as well as more than a few arcane items.

Snake, giant constrictor

DA: 1d4
Actions: 1
ADP: 6
DDP: 5
DRL: 2
Int: 10

Str: B
Luck: 50
Initiative: +9
Movement: 15

Description: These snakes are large boa or anaconda species, growing to up to 30 feet in length.

Habitat: Giant constrictor snakes most often make their homes in either swamp or jungle areas.

Abilities: Giant constrictor snakes have an 85% hiding and stealth ability, which it will use to sneak up on its prey. Once a successful attack is made, the snake will automatically inflict a deep wound once per round to its victim until death occurs from constriction.

Treasure: Giant snakes have no treasure.

Snake, poisonous

DA: 1
Actions: 1
ADP: 3
DDP: 2
DRL: 3
Int: 15
Str: F
Luck: 50
Initiative: +2
Movement: 20

Description: Poisonous snakes come in all types of physical descriptions, from slender brown snakes to rattlers. Most of them grow to about 4 feet in length, although some can grow longer.

Habitat: Poisonous snakes can be found almost everywhere in the world.

Abilities: Poisonous snakes hunt by 'smelling' the air for scents and seeing in the infrared spectrum. Whoever is bitten by a poisonous snake must make a luck check or be poisoned.

Treasure: Poisonous snake lairs have no treasure, unless it is from a previous victim.



Sphinx

DA: 8+2d4
Actions: 2
ADP: 17
DDP: 15
DRL: 10
Int: 90
Str: B
Luck: 77
Initiative: +6
Movement: 20/35 flight

Description: Sphinxes appear as huge lions with a human's head and a pair of great eagle's wings sprouting from its back. Occasionally a sphinx can also have the head of a hawk or ram instead of a human, but these are extremely rare.

Habitat: Sphinxes are solitary creatures, often guarding a treasure or a path to something. Male sphinxes are benevolent, while the female sphinx is renown for being malevolent.

In order for a person to pass the sphinx, or to have access to whatever it is guarding, they must answer a riddle. Any who fail to answer will be attacked and possibly eaten.

Abilities: Sphinxes are extremely intelligent, and can match wits with any humanoid. Female sphinxes will try to use this intelligence to trick victims into giving a wrong answer to their riddle, and will then try to eat them as punishment.

Treasure: Sphinxes themselves have no treasure, but often can be found guarding quite a bit for someone else.

Treant

DA: 7+2d6
Actions: 1
ADP: 10
DDP: 13
DRL: 11
Int: 50
Str: G
Luck: 78
Initiative: +12
Movement: 20

Description: Treants are the spirit guardians of the

forest, and appear as normal trees. Upon closer inspection, humanoid features can be detected.

Habitat: Treants make their homes anywhere there are woodlands. They live in small groups of 2d4, and will only make themselves known if there is great peril to their forest. Treants often make an alliance with any local powerful druid in the area.

Abilities: Treants are living creatures, and are mobile. They can uproot "legs" and walk, and often use thick branches to club a target creature. Treants can communicate with any woodland creature, and if left to rest for 8 hours, roots submerged, they can heal themselves of any wound.

Treasure: Treants care not for treasure, and will generally not have any on them.

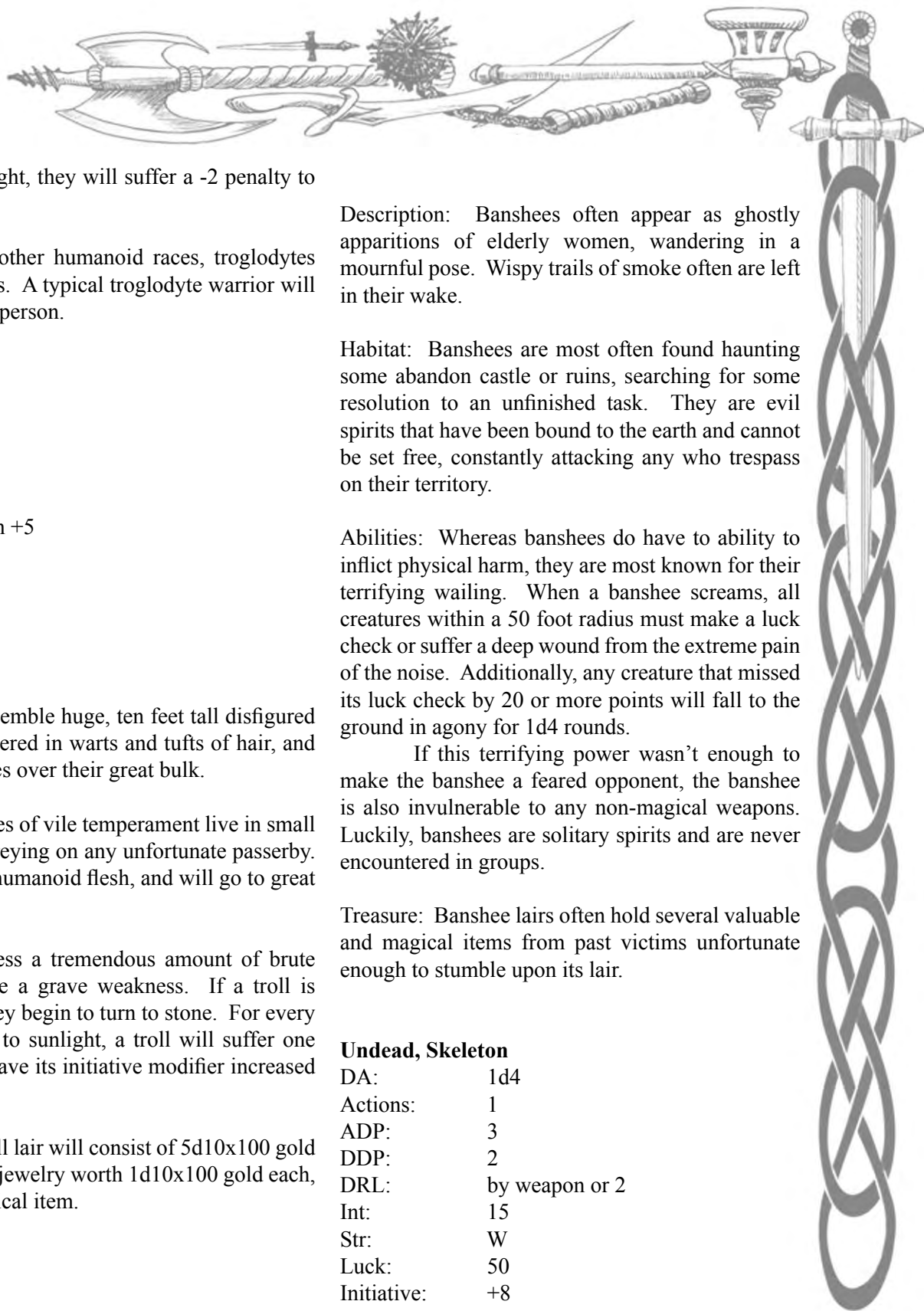
Troglodyte

DA: 2+1d4
Actions: 1
ADP: 5
DDP: by armor type
DRL: by wpn +1
Int: 45
Str: H
Luck: 50
Initiative: by wpn
Movement: 25

Description: Troglodytes were once normal humans who sought protection and isolation deep within underground caverns. Years of minor changes have altered their appearance from that of normal humans. They are slightly shorter, averaging 5' in height, and have pale, grayish skin. Most troglodytes have jet black hair and pale, gray eyes.

Habitat: As mentioned above, troglodytes make their homes in underground towns and cities, avoiding the surface world when possible. Their underground towns can grown to a few thousand inhabitants, and despite their aversion to the surface world, they will occasionally make trade deals with surface dwellers in order to survive. Troglodytes are survivalists, and sometimes these arrangements will be made with some of the more savage humanoids, including goblins and orcs.

Abilities: Troglodytes are very hardy, being immune to all types of poisons, and they have great night vision. Years of living underground have made them sensitive to light,



and if fighting in daylight, they will suffer a -2 penalty to their ADP.

Treasure: Like most other humanoid races, troglodytes like to collect valuables. A typical troglodyte warrior will have 2d8 gold on their person.

Troll

DA: 6+2d4
Actions: 1
ADP: 11
DDP: 10
DRL: by wpn +5
Int: 30
Str: B
Luck: 50
Initiative: +11
Movement: 35

Description: Trolls resemble huge, ten feet tall disfigured humans. They are covered in warts and tufts of hair, and wear thick, matted hides over their great bulk.

Habitat: These creatures of vile temperament live in small groups of 1d4 trolls, preying on any unfortunate passerby. They love the taste of humanoid flesh, and will go to great lengths to kill for it.

Abilities: Trolls possess a tremendous amount of brute strength, but they have a grave weakness. If a troll is exposed to sunlight, they begin to turn to stone. For every round/minute exposed to sunlight, a troll will suffer one deep wound and will have its initiative modifier increased by 3.

Treasure: A typical troll lair will consist of 5d10x100 gold coins, various gems or jewelry worth 1d10x100 gold each, and an occasional magical item.

Undead, Banshee

DA: 2+1d8
Actions: 1
ADP: 7
DDP: 10
DRL: 5
Int: 60
Str: H
Luck: 65
Initiative: +6
Movement: 40 flight

Description: Banshees often appear as ghostly apparitions of elderly women, wandering in a mournful pose. Wispy trails of smoke often are left in their wake.

Habitat: Banshees are most often found haunting some abandoned castle or ruins, searching for some resolution to an unfinished task. They are evil spirits that have been bound to the earth and cannot be set free, constantly attacking any who trespass on their territory.

Abilities: Whereas banshees do have the ability to inflict physical harm, they are most known for their terrifying wailing. When a banshee screams, all creatures within a 50 foot radius must make a luck check or suffer a deep wound from the extreme pain of the noise. Additionally, any creature that missed its luck check by 20 or more points will fall to the ground in agony for 1d4 rounds.

If this terrifying power wasn't enough to make the banshee a feared opponent, the banshee is also invulnerable to any non-magical weapons. Luckily, banshees are solitary spirits and are never encountered in groups.

Treasure: Banshee lairs often hold several valuable and magical items from past victims unfortunate enough to stumble upon its lair.

Undead, Skeleton

DA: 1d4
Actions: 1
ADP: 3
DDP: 2
DRL: by weapon or 2
Int: 15
Str: W
Luck: 50
Initiative: +8
Movement: 20

Description: The most common skeletons encountered are simply animated creations of demi-humans.

Habitat: Skeletons are the most common, and easily created, forms of undead and can be found anywhere a necromancer is in the area.



Abilities: Skeletons are mindless animations of their former selves, and will follow their last orders blindly. They are immune to any type of mind affecting spell.

Treasure: The only treasure a skeleton will have is what it was given by its owner.

Undead, Ghoul

DA: 3+1d4
Actions: 1
ADP: 5
DDP: 4
DRL: 6
Int: 50
Str: H
Luck: 40
Initiative: +6
Movement: 25

Description: At first glance, it is very hard to distinguish between a zombie and a ghoul. They both appear to be humanoids after several days of decay have taken their toll. These creatures have a terrible stench about them that smells directly of death.

Habitat: Ghouls make their homes in graveyard tombs and mausoleums, sleeping in graves and coffins during the day. At night, they venture forth to hunt any living creature they can find.

Ghouls usually will only be found in small packs of 1d4+1 ghouls, but it is not unheard of to have a couple of ghouls leading a pack of many zombies.

Abilities: All ghouls have night vision and excellent hearing, and possess much greater intelligence than their zombie cousins. The most terrifying power of the ghoul is its disease ridden touch. Any creature struck by the filthy claws of a ghoul will need to make a luck check at a +25 bonus or they will be inflicted by a disease. The effects of the disease are up to the GM, but most are only debilitating, not fatal.

Treasure: A ghoul lair will usually contain a fair amount of treasure, either from long dead corpses or humanoid prey. This treasure horde will typically consist of 2d4x100 gold, a few minor pieces of

jewelry, and an arcane item or two.

Undead, Specter

DA: 4+1d6
Actions: 1
ADP: 10
DDP: 9
DRL: 7
Int: 90
Str: H
Luck: 75
Initiative: +5
Movement: 20

Description: The horrifying specter almost always appears deeply shrouded in black, tattered robes. Their bodies are skeletal, with deep glowing eyes being the only thing visible from within their robes.

Habitat: Specters are solitary undead creatures, existing deep within a tomb or abandoned castle where they study ancient tombs in search of magic.

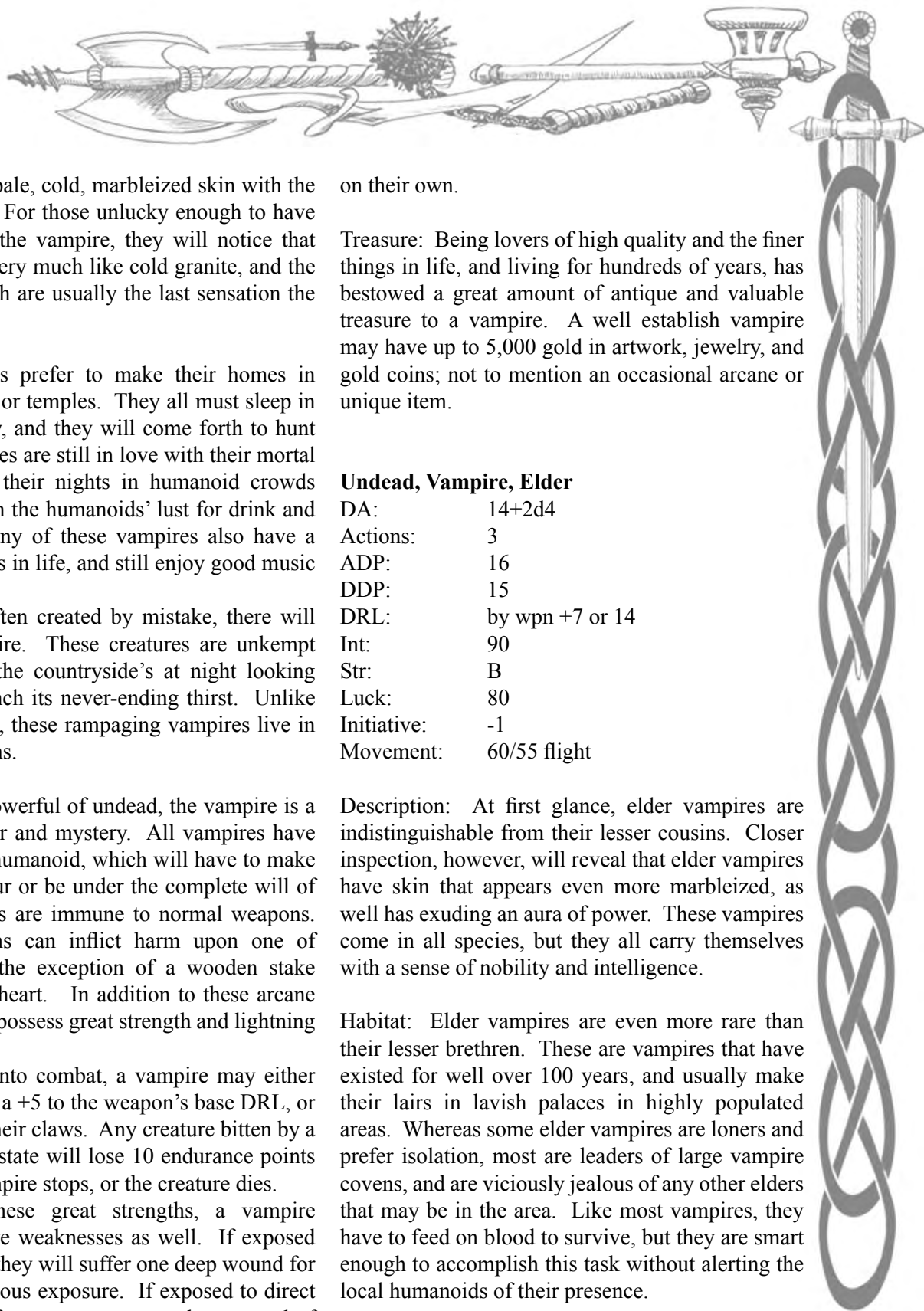
Abilities: Specters are very intelligent, and are powerful mages. All specters will have master skill in one form of magic and at least *skilled* in another form of magic. In addition to their magic ability, specters are also immune to any non-magical weapons.

Treasure: Specters do have a limited amount of gold and jewelry, but their most valuable possessions are the ancient spellbooks and tombs which they value so highly.

Undead, Vampire

DA: 8+1d6
Actions: 2
ADP: 12
DDP: 10
DRL: 10 or by wpn +5
Int: 70
Str: B
Luck: 75
Initiative: +1
Movement: 35/50 flight

Description: The powerful vampire at first glance appears to be a normal humanoid with pale, fine features. They often dress in expensive, albeit outdated clothing, and prefer to keep themselves well maintained. Closer



inspection will reveal pale, cold, marbled skin with the veins very noticeable. For those unlucky enough to have physical contact with the vampire, they will notice that their skin also seems very much like cold granite, and the bite of long, sharp teeth are usually the last sensation the prey feels.

Habitat: All vampires prefer to make their homes in ancient tombs, castles, or temples. They all must sleep in a coffin during the day, and they will come forth to hunt at night. Many vampires are still in love with their mortal lives, and will spend their nights in humanoid crowds where they can revel in the humanoids' lust for drink and nightly activities. Many of these vampires also have a taste for the finer things in life, and still enjoy good music and theatre.

Vary rarely, often created by mistake, there will be a rampaging vampire. These creatures are unkempt and savage, roaming the countryside at night looking for living prey to quench its never-ending thirst. Unlike their civilized brethren, these rampaging vampires live in abandoned caves and ruins.

Abilities: The most powerful of undead, the vampire is a creature of great power and mystery. All vampires have the ability to charm a humanoid, which will have to make a luck check every hour or be under the complete will of the creature. Vampires are immune to normal weapons. Only magical weapons can inflict harm upon one of these creatures, with the exception of a wooden stake plunged through their heart. In addition to these arcane powers, vampires also possess great strength and lightning reflexes.

When forced into combat, a vampire may either employ a weapon with a +5 to the weapon's base DRL, or they may attack with their claws. Any creature bitten by a vampire in a charmed state will lose 10 endurance points per round until the vampire stops, or the creature dies.

Despite all these great strengths, a vampire does suffer from severe weaknesses as well. If exposed directly to holy water, they will suffer one deep wound for every round of continuous exposure. If exposed to direct sunlight, they will suffer one severe wound per round of direct contact with sunlight. Overcast cloud cover will not reduce this damage. If a vampire is foolish enough to be caught asleep during the day, a stake through the heart followed by decapitation will instantly destroy the creature.

A vampire exposed to garlic or a holy symbol will have to make a luck check or immediately flee in revulsion. In addition, a vampire is unable to cross any body of water

on their own.

Treasure: Being lovers of high quality and the finer things in life, and living for hundreds of years, has bestowed a great amount of antique and valuable treasure to a vampire. A well established vampire may have up to 5,000 gold in artwork, jewelry, and gold coins; not to mention an occasional arcane or unique item.

Undead, Vampire, Elder

DA:	14+2d4
Actions:	3
ADP:	16
DDP:	15
DRL:	by wpn +7 or 14
Int:	90
Str:	B
Luck:	80
Initiative:	-1
Movement:	60/55 flight

Description: At first glance, elder vampires are indistinguishable from their lesser cousins. Closer inspection, however, will reveal that elder vampires have skin that appears even more marbled, as well as exuding an aura of power. These vampires come in all species, but they all carry themselves with a sense of nobility and intelligence.

Habitat: Elder vampires are even more rare than their lesser brethren. These are vampires that have existed for well over 100 years, and usually make their lairs in lavish palaces in highly populated areas. Whereas some elder vampires are loners and prefer isolation, most are leaders of large vampire covens, and are viciously jealous of any other elders that may be in the area. Like most vampires, they have to feed on blood to survive, but they are smart enough to accomplish this task without alerting the local humanoids of their presence.

Abilities: Elder vampires have all of the abilities of their lesser cousins, but are more powerful and are inhumanly fast. When attempting to resist a vampire charm, the target will have to make their luck check at a -15 penalty. Like lesser vampires, elders are also immune to any non-magical weapons, as well as being immune to the effects of garlic, a holy symbol, and may cross bodies of water. Elder

Unlike lesser vampires, an elder is also more resistant to holy water and the effects of the sun. For every round exposed to holy water, the vampire will suffer a moderate wound. For every round exposed to direct sunlight, the vampire will only suffer a deep wound.

Undead, Wraith

DA:	4+1d6
Actions:	1
ADP:	9
DDP:	10
DRL:	10
Int:	40
Str:	H
Luck:	60
Initiative:	+4
Movement:	30

Description: Wraiths appear as semi-transparent wisps of their former humanoid beings. They are often referred to as ghosts, as their smoky forms seem to have neither color, sound, or substance.

Habitat: Wraiths are solitude undead creatures, inhabiting any area that is well known to be considered haunted. A wraith is generally created when their mortal bodies have died in some horrible, tragic death. The spirit does not know that they are supposed to be dead, and so they haunt the area where they have died. Even though they are intelligent, they seem completely detached from their former lives, refusing to face reality. Most wraiths will spend

eternity hunting for vengeance.

Abilities: Being non-corporeal has its advantages. Wraiths can pass through any physical barrier at will and can travel in any direction they choose, even flying.

When they feel threatened or angry, they will enter combat. Their attacks don't seem to inflict any physical injury, but a successful hit will still inflict damage to the victim's very soul. Because of this, these wounds cannot be healed except through natural resting.

Wraiths are also immune to any non-magical weapon, and even these will have ½ the DRL rating as normal when used against a wraith.

Treasure: Wraiths do not keep, nor desire, any tangible items, including treasure.

Undead, Zombie

DA:	1+1d4
Actions:	1
ADP:	3
DDP:	3
DRL:	5
Int:	10
Str:	H
Luck:	50
Initiative:	+10
Movement:	18

Description: Most zombies encounters resemble moderately decayed humanoids. There is still quite a bit of rotten tissue attached to their lumbering bodies, and they have a horrible stench about them.

Habitat: Zombies are most often encountered in grave sites or in a necromancer's lair. They are relatively easy to construct and thus are very common.

Abilities: Zombies are tireless and mindless, and will follow the orders of their creator until destroyed. They are immune to any poisons, disease, or mind affecting spells.

Treasure: Zombies will generally have no treasure.



Unicorn

DA: 7+1d6
Actions: 3
ADP: 10
DDP: 8
DRL: 7/7/13
Int: 50
Str: B
Luck: 85
Initiative: +8
Movement: 60

Description: The mystic unicorn often appears as a great white stallion, with a glimmering single horn protruding from its forehead.

Habitat: Unicorns are solitary creatures, preferring to make their homes deep within a thick wooded area. They will avoid most humanoids, but are somehow not afraid of elf maidens.

Abilities: The unicorn possesses several unique abilities, the first of which is the ability to detect hostile intentions from any creature that comes near it. The second ability is that unicorns are immune to any non-magical weaponry. Finally, the unicorn can, once per hour, heal any wound or purify any water source with the touch of its horn.

Treasure: Unicorns have no treasure.

War Dog

DA: 1d4
Actions: 1
ADP: 3
DDP: 2
DRL: 4
Int: 20
Str: H
Luck: 40
Initiative: +5
Movement: 35

Description: War dogs are specifically chosen as the toughest breeds of dog; i.e., Rotweiller, Doberman, Sheppard, etc. These dogs are generally aggressive by nature and are excellent as either guard dogs or trackers.

Habitat: War dogs are the pets of owners who have trained them. Occasionally a rogue pack may be found from stray war dogs in the wild.

Abilities: War dogs have an excellent sense of hearing and smell.

Treasure: The only treasure a war dog might have is some type of collar or armor that an owner may have placed on it.

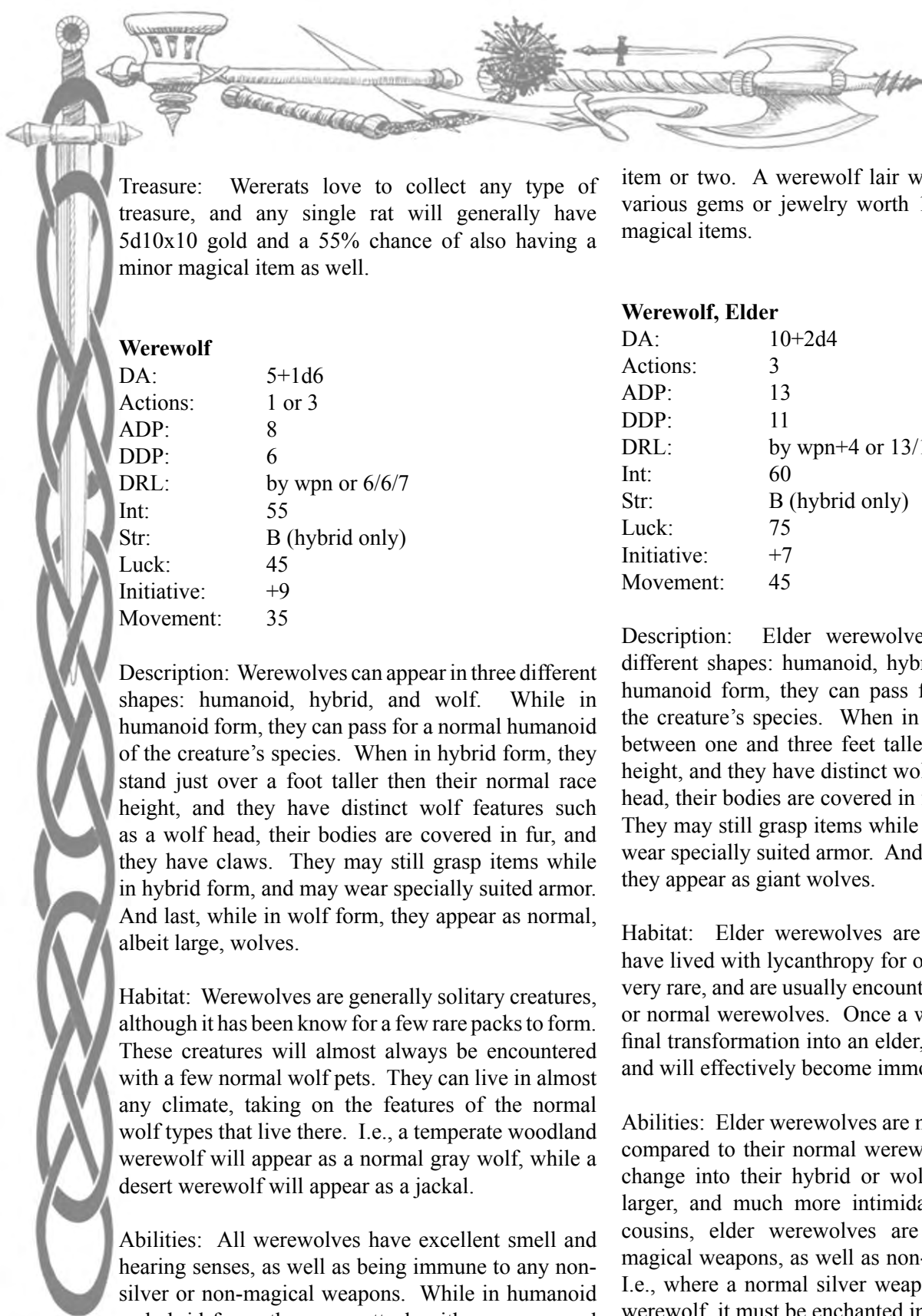
Wererat

DA: 1+1d4
Actions: 1 or 3
ADP: 5
DDP: 5
DRL: by wpn or 3/3/4
Int: 50
Str: H
Luck: 55
Initiative: +5
Movement: 28

Description: When in humanoid form, the wererat resembles its race's physical description exactly, with only a hint of vermin features, such as a long, pointed nose or ears. When in rat form, these creatures look just like giant four foot long rats. In hybrid form, they appear as a humanoid rat that stands on two legs and can grasp weapons and use armor.

Habitat: Wererats live in clans from 10-100, making their homes either in city sewers or underground lairs. During the day they can pass as any normal humanoid, and can keep jobs. But at night they form together in their clans, and will go out to hunt.

Abilities: Wererats have a natural 60% hiding, 75% climbing, 80% silent walk, and 50% lock picking skill. All of these creatures are immune to any non-silver or non-magical weapon, and have heat vision similar to an elf's. When in human form, these rats will attack with a weapon, but may use their claws and teeth to attack while in rat or hybrid form. Any creature bitten by a wererat has a 10% chance of contracting lycanthropy, and becoming a wererat themselves after 2d4 weeks. During the first six months that a character is a wererat, they will have no control over when they change, and what they do while they are changed. This control will gradually be given back to the character after a six month time period.



Treasure: Wererats love to collect any type of treasure, and any single rat will generally have 5d10x10 gold and a 55% chance of also having a minor magical item as well.

Werewolf

DA: 5+1d6
Actions: 1 or 3
ADP: 8
DDP: 6
DRL: by wpn or 6/6/7
Int: 55
Str: B (hybrid only)
Luck: 45
Initiative: +9
Movement: 35

Description: Werewolves can appear in three different shapes: humanoid, hybrid, and wolf. While in humanoid form, they can pass for a normal humanoid of the creature's species. When in hybrid form, they stand just over a foot taller than their normal race height, and they have distinct wolf features such as a wolf head, their bodies are covered in fur, and they have claws. They may still grasp items while in hybrid form, and may wear specially suited armor. And last, while in wolf form, they appear as normal, albeit large, wolves.

Habitat: Werewolves are generally solitary creatures, although it has been known for a few rare packs to form. These creatures will almost always be encountered with a few normal wolf pets. They can live in almost any climate, taking on the features of the normal wolf types that live there. I.e., a temperate woodland werewolf will appear as a normal gray wolf, while a desert werewolf will appear as a jackal.

Abilities: All werewolves have excellent smell and hearing senses, as well as being immune to any non-silver or non-magical weapons. While in humanoid or hybrid form, they may attack with weapons, and they also may attack with claws and a bite if also in hybrid form. Also while in hybrid form, because of the creature's great strength, they will gain a +5 to the DRL of any weapon they are using. While in wolf form, they may only attack with a bite.

Treasure: A werewolf individual that is encountered will have 10d10 gold and may also have a magical

item or two. A werewolf lair will have 1d12x100 gold, various gems or jewelry worth 1d10x100 gold, and 1d4 magical items.

Werewolf, Elder

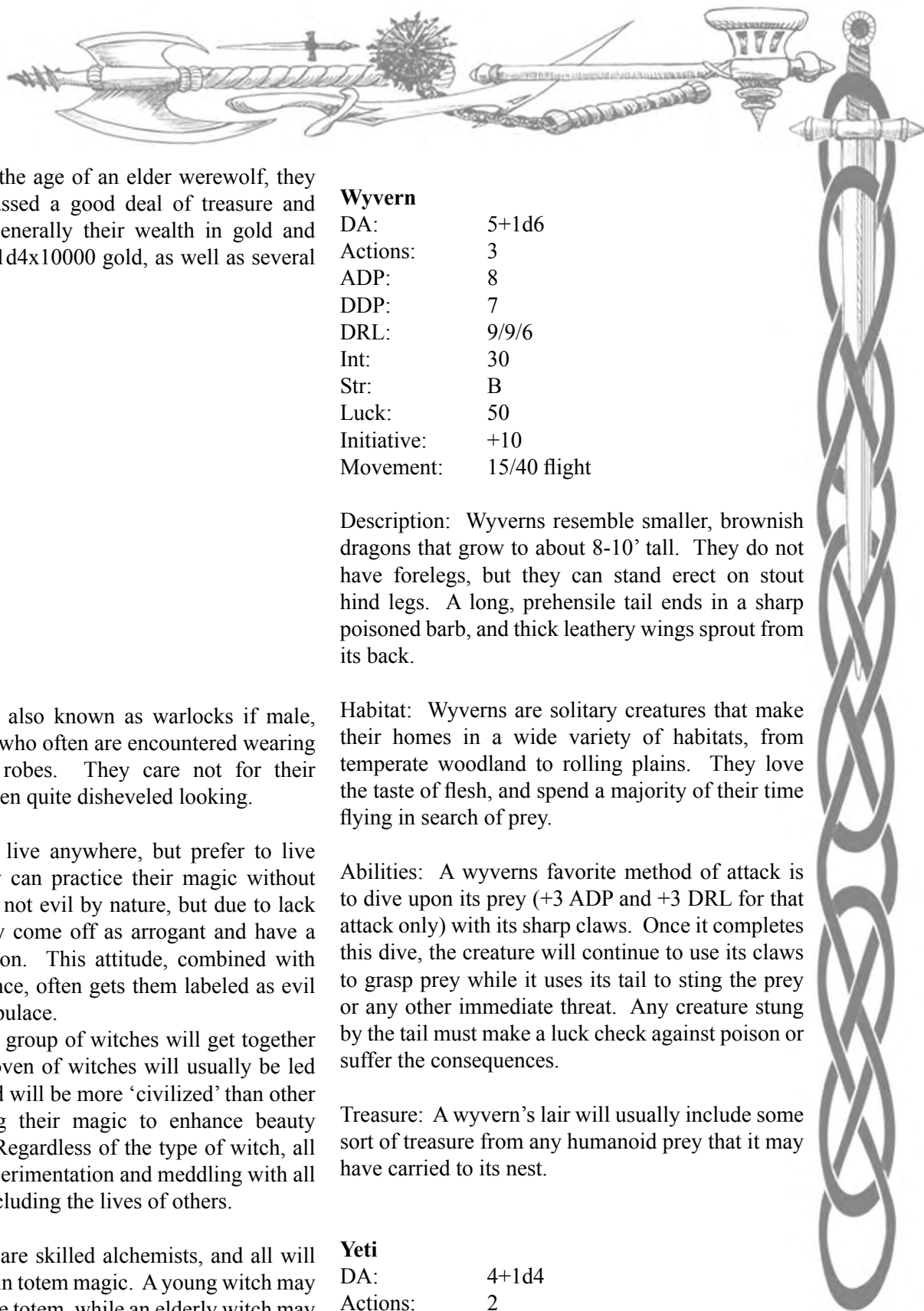
DA: 10+2d4
Actions: 3
ADP: 13
DDP: 11
DRL: by wpn+4 or 13/13/10
Int: 60
Str: B (hybrid only)
Luck: 75
Initiative: +7
Movement: 45

Description: Elder werewolves can appear in three different shapes: humanoid, hybrid, and wolf. While in humanoid form, they can pass for a large humanoid of the creature's species. When in hybrid form, they stand between one and three feet taller than their normal race height, and they have distinct wolf features such as a wolf head, their bodies are covered in fur, and they have claws. They may still grasp items while in hybrid form, and may wear specially suited armor. And last, while in wolf form, they appear as giant wolves.

Habitat: Elder werewolves are those werewolves who have lived with lycanthropy for over fifty years. They are very rare, and are usually encountered as a leader of a tribe or normal werewolves. Once a werewolf has reached the final transformation into an elder, they will no longer age, and will effectively become immortal.

Abilities: Elder werewolves are much larger and powerful compared to their normal werewolf cousins. When they change into their hybrid or wolf forms, they are much larger, and much more intimidating. Like their lesser cousins, elder werewolves are also immune to non-magical weapons, as well as non-magical silver weapons. I.e., where a normal silver weapon could harm a normal werewolf, it must be enchanted in order to hurt an elder.

When in hybrid form, the elder werewolf is also much stronger than a normal werewolf, and can leap 15' in any direction from a standstill, and up to 35' if running. They may also grasp and use weapons with a +7 bonus to the base DRL of the weapon, but they prefer to use their natural weapons. When they are in wolf form, they may only attack with their bite.



Treasure: Because of the age of an elder werewolf, they will usually have amassed a good deal of treasure and items in their lair. Generally their wealth in gold and jewelry will be worth 1d4x10000 gold, as well as several magical items.

Witch

DA: 2+1d4
Actions: 1
ADP: 5
DDP: 4
DRL: 6
Int: 80
Str: H
Luck: 80
Initiative: +7
Movement: 30

Description: Witches, also known as warlocks if male, are normal humanoids who often are encountered wearing tattered clothing and robes. They care not for their appearance, and are often quite disheveled looking.

Habitat: Witches can live anywhere, but prefer to live in solitude where they can practice their magic without interruption. They are not evil by nature, but due to lack of human contact, they come off as arrogant and have a general nasty disposition. This attitude, combined with their scraggly appearance, often gets them labeled as evil cultists by the local populace.

Occasionally a group of witches will get together to form a coven. A coven of witches will usually be led by a head priestess, and will be more 'civilized' than other solitary witches, using their magic to enhance beauty and to charm others. Regardless of the type of witch, all witches are fond of experimentation and meddling with all things around them, including the lives of others.

Abilities: All witches are skilled alchemists, and all will have some sort of skill in totem magic. A young witch may only be skilled in novice totem, while an elderly witch may have master skill in totem magic as well as some skill in other forms as well.

Treasure: A witches treasure will consist solely of exotic ingredients and potions. They may have a few arcane items that are used to enhance their potions, but most experienced witches will have many various magical concoctions in their lair.

Wyvern

DA: 5+1d6
Actions: 3
ADP: 8
DDP: 7
DRL: 9/9/6
Int: 30
Str: B
Luck: 50
Initiative: +10
Movement: 15/40 flight

Description: Wyverns resemble smaller, brownish dragons that grow to about 8-10' tall. They do not have forelegs, but they can stand erect on stout hind legs. A long, prehensile tail ends in a sharp poisoned barb, and thick leathery wings sprout from its back.

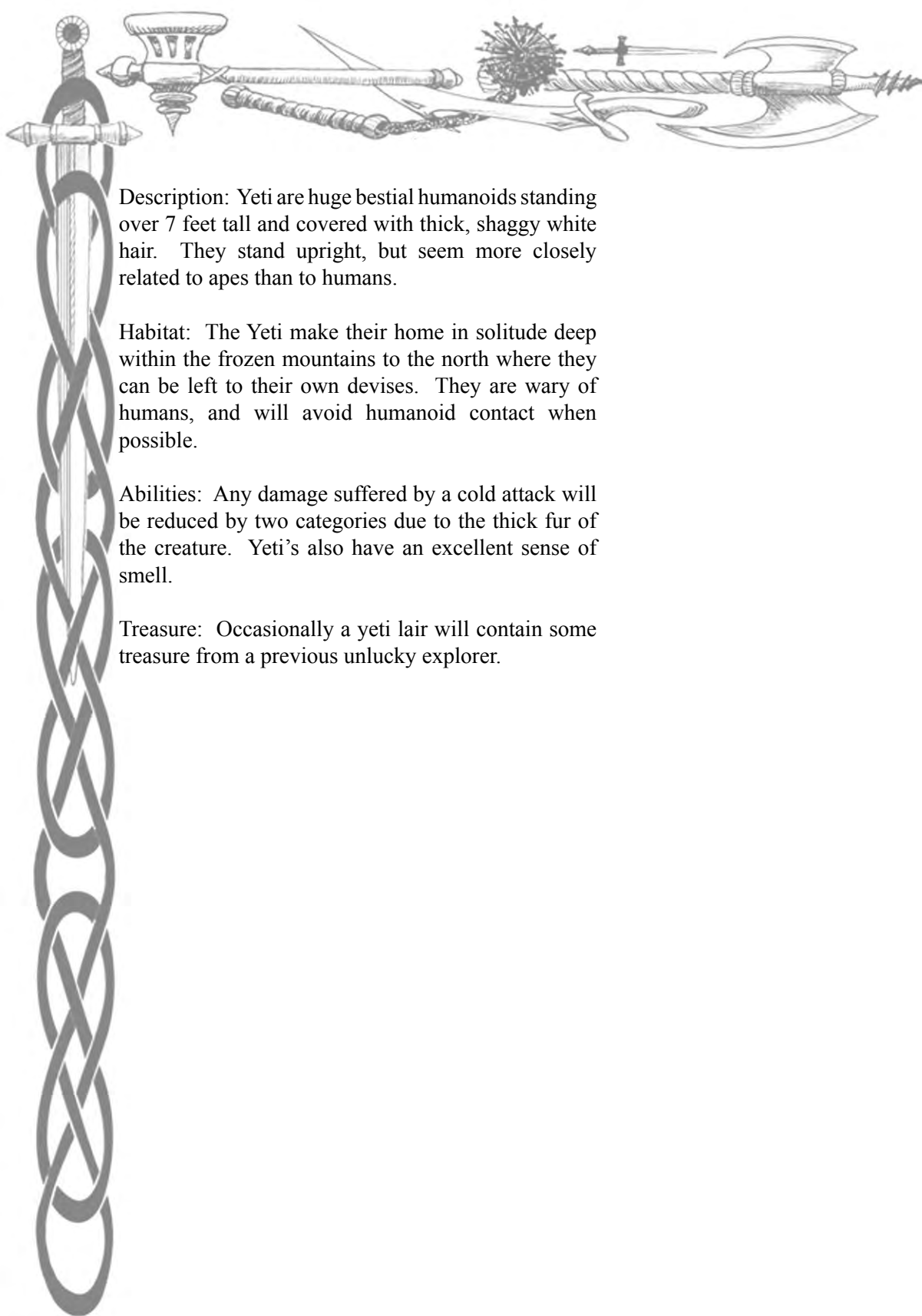
Habitat: Wyverns are solitary creatures that make their homes in a wide variety of habitats, from temperate woodland to rolling plains. They love the taste of flesh, and spend a majority of their time flying in search of prey.

Abilities: A wyverns favorite method of attack is to dive upon its prey (+3 ADP and +3 DRL for that attack only) with its sharp claws. Once it completes this dive, the creature will continue to use its claws to grasp prey while it uses its tail to sting the prey or any other immediate threat. Any creature stung by the tail must make a luck check against poison or suffer the consequences.

Treasure: A wyvern's lair will usually include some sort of treasure from any humanoid prey that it may have carried to its nest.

Yeti

DA: 4+1d4
Actions: 2
ADP: 6
DDP: 5
DRL: 8
Int: 30
Str: B
Luck: 55
Initiative: +6
Movement: 30

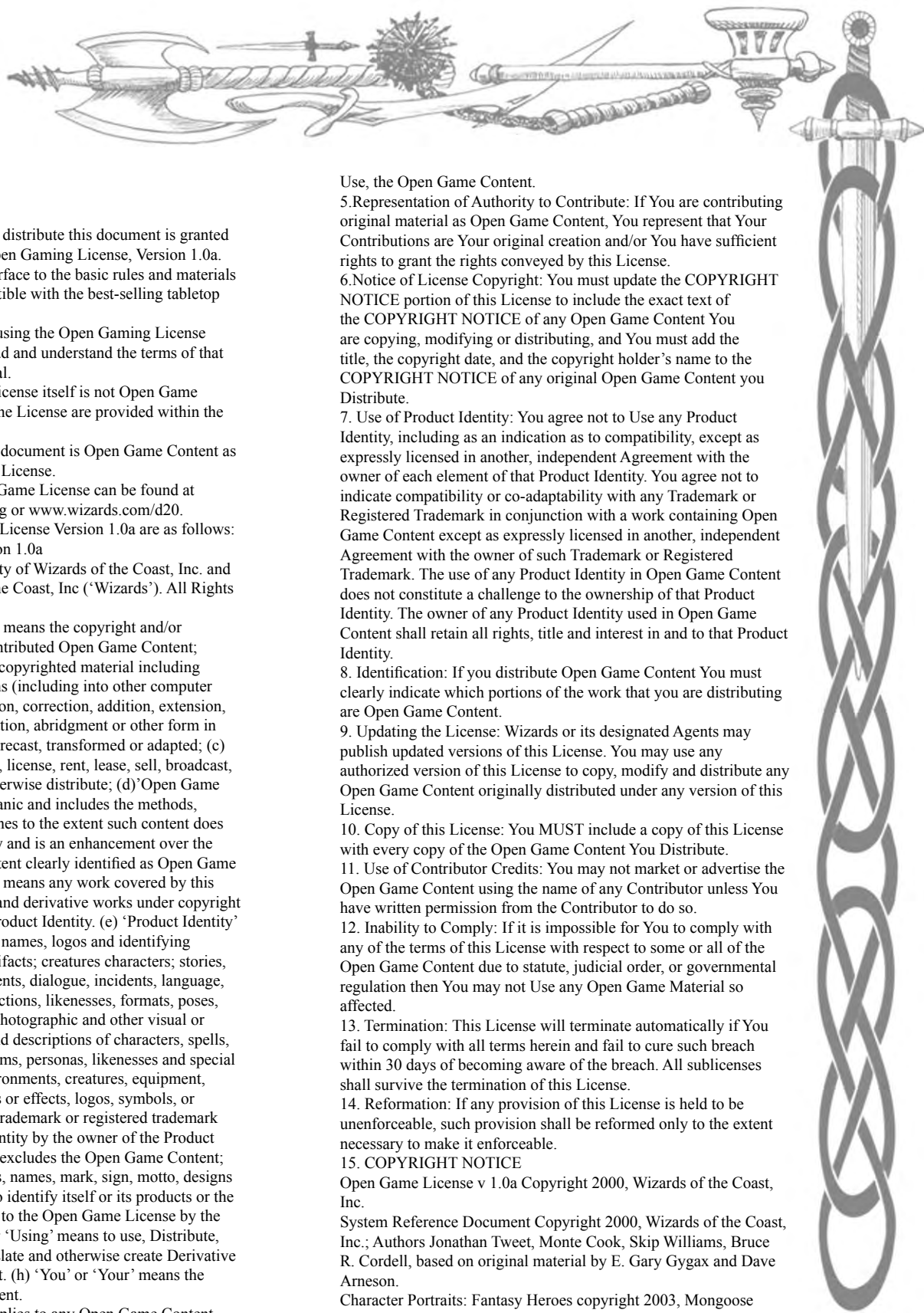


Description: Yeti are huge bestial humanoids standing over 7 feet tall and covered with thick, shaggy white hair. They stand upright, but seem more closely related to apes than to humans.

Habitat: The Yeti make their home in solitude deep within the frozen mountains to the north where they can be left to their own devices. They are wary of humans, and will avoid humanoid contact when possible.

Abilities: Any damage suffered by a cold attack will be reduced by two categories due to the thick fur of the creature. Yeti's also have an excellent sense of smell.

Treasure: Occasionally a yeti lair will contain some treasure from a previous unlucky explorer.



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player name:

character name:

ALTUS ADVENTUM

character record sheet

☐ strength +/- DRL: _____ Weight: _____ lbs

☐ agility +/- DP Modifier: _____

☐ endurance DAI: _____

☐ intellect Skills: _____

☐ luck speed points: _____

wound type	threshold	suffered
minor		
moderate		
deep		
severe		

species: _____

bonus xp: _____

guild: _____

combat xp: _____

movement: _____

stealth xp: _____

gold: _____

mystic xp: _____

xp title level: _____

total xp: _____

weapon type	adp lvl	adp dice	dpl lvl	sp cost

armor type	base ddp	s ddp	c/v ddp	p ddp
total ddp:				



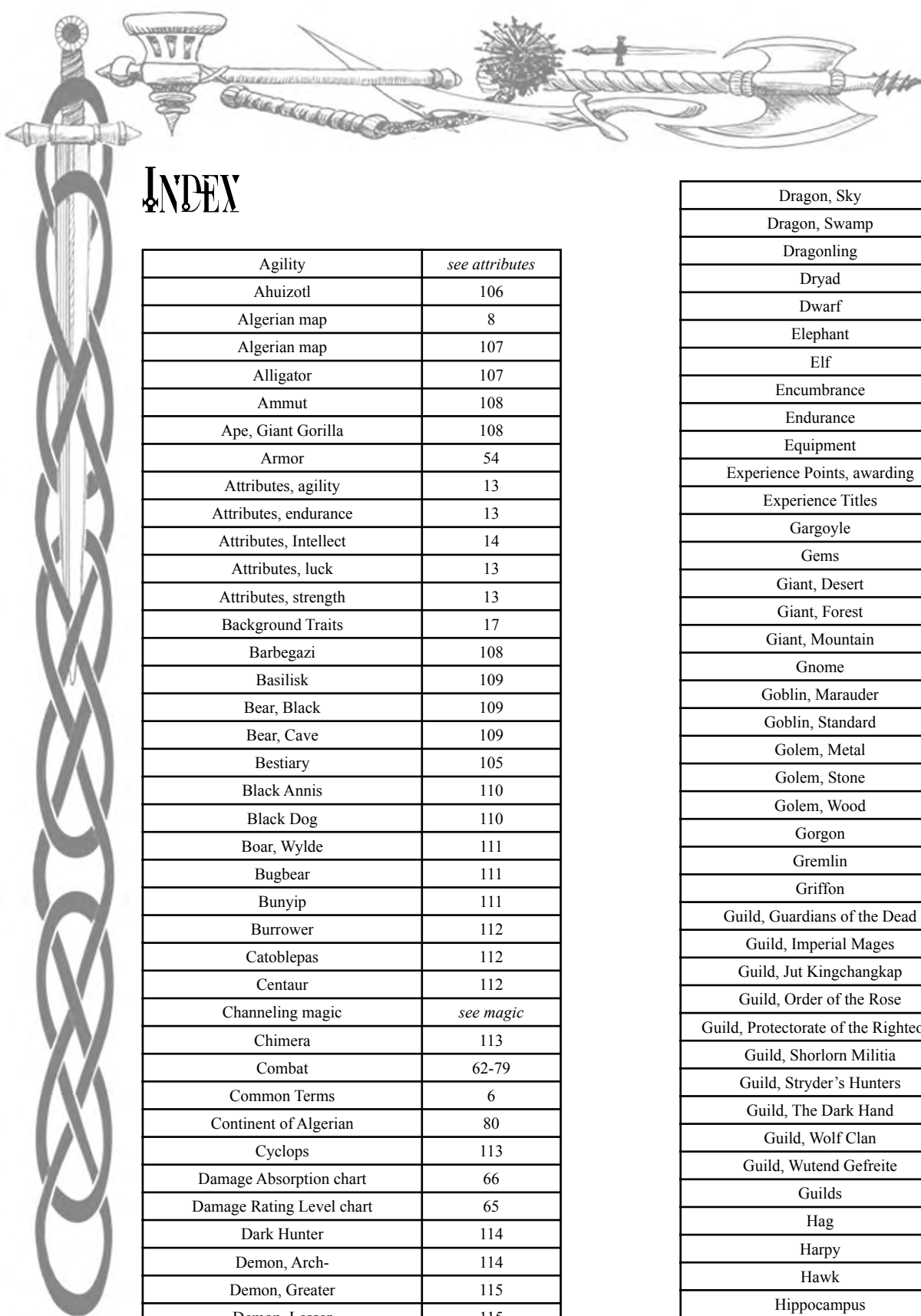
skills & spells

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

gems

equipment

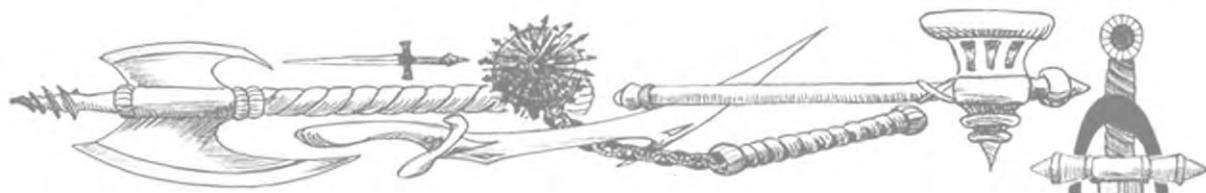
DP Lvl	Dice	DP Lvl	Dice
1	1d4	14	2d12+1d10
2	2d4	15	2d12+2d10+2d8
3	1d6+1d4	16	1d20+1d10
4	2d6	17	1d20+2d12
5	2d6+1d4	18	1d20+2d12+2d10
6	1d8+1d6	19	2d20
7	2d8	20	2d20+2d12
8	2d8+1d6	21	2d20+2d12+2d10
9	1d10+1d8	22	3d20
10	1d10+2d8+1d6	23	3d20+2d12
11	2d10+2d8	24	4d20
12	1d12+2d10	25	5d20
13	1d12+2d10+2d8		



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Appendix 1: Common Charts

Dice Pool Chart:

DP Lvl	Dice	DP Lvl	Dice
1	1d4	14	2d12+1d10
2	2d4	15	2d12+2d10+2d8
3	1d6+1d4	16	1d20+1d10
4	2d6	17	1d20+2d12
5	2d6+1d4	18	1d20+2d12+2d10
6	1d8+1d6	19	2d20
7	2d8	20	2d20+2d12
8	2d8+1d6	21	2d20+2d12+2d10
9	1d10+1d8	22	3d20
10	1d10+2d8+1d6	23	3d20+2d12
11	2d10+2d8	24	4d20
12	1d12+2d10	25	5d20
13	1d12+2d10+2d8		

Damage Rating Level Chart

DRL Level	Minor	Moderate	Deep	Severe
1	1-18	19	20	-
2	1-16	17-19	20	-
3	1-15	16-18	19-20	-
4	1-15	16-17	18-19	20
5	1-14	15-17	18-19	20
6	1-13	14-16	17-18	19-20
7	1-12	13-15	16-18	19-20
8	1-11	12-14	15-17	18-20
9	1-10	11-13	14-16	17-20
10	1-9	10-12	13-15	16-20
11	1-8	9-11	12-15	16-20
12	1-7	8-10	11-14	15-20
13	1-6	7-9	10-13	14-20
14	1-5	6-8	9-12	13-20
15	1-4	5-7	8-12	13-20
16	1-3	4-7	8-11	12-20
17	1-2	3-6	7-10	11-20
18	1	2-5	6-10	11-20
19	1	2-4	5-9	10-20
20	1	2-3	4-8	9-20
21	-	1	2-7	8-20
22	-	1	2-6	7-20
23	-	1	2-5	6-20
24	-	-	1-4	5-20
25	-	-	1-2	3-20

Damage Absorption Level Chart

DA level	Minor	Moderate	Deep	Severe
1	2	1	0	0
2	2	2	0	0
3	3	2	1	0
4	4	2	1	1
5	4	3	2	1
6	5	3	3	1
7	6	3	3	2
8	7	4	3	2
9	8	4	3	3
10	9	5	4	3
11	10	5	4	3
12	11	6	4	3
13	12	7	5	4
14	13	8	5	4
15	14	9	6	5
16	15	10	7	6
17	20	11	8	7
18	25	12	9	8
19	30	13	10	9
20	35	14	10	10
21	40	15	11	11
22	50	18	13	12
23	Immune	20	15	13
24	Immune	Immune	20	15
25	Immune	Immune	Immune	20